Escape Key: The escape key would be used to pause the game, displaying the pause menu. I chose this input because the escape key is the most rational and commonly used input for accessing pause menus in games. I did not consider any other inputs for this because nothing else felt as intuitive as the escape key for the purpose of pausing a game.

Mouse Movement: The movement of the mouse would be used for aiming the player's spaceship towards the oncoming enemies. I chose this input for aiming because it gives the player the most control over their aiming, and it allows for faster and more precise aiming than other input methods. I considered using the arrow keys for this input, but I came to the conclusion that using them would require slower gameplay. I also thought that the arrow keys would make it harder to aim the player ship in an accurate manner.

Space bar: The space bar would be used to fire projectiles from the player's ship at the approaching enemies. I chose this input because the space bar is an easy button to press repeatedly in quick succession when necessary. I considered using the left mouse button for this input, but I decided against it when I settled on the mouse movement for the ship's aiming. I believe that the use of two hands on the mouse and keyboard will make the game more engaging for players than the majority of controls being restricted to the mouse.