

## Input Controls.

Dungeon Delvers is a game that could be played with both mouse and keyboard or a controller. Both these input systems would require different mappings though would work in essential the same way. Both systems would require two mappings as well, one for the Hub element of the game and one for being on missions. First lets look at mouse and keyboard.

### Mouse and keyboard:

#### 1. In the Hub

- a. Mouse left click - Will be used to click on any buttons and move around the map. Selecting the different buildings in the guild hall for example
- b. tab - This will cycle through all clickable buttons visible on the screen
- c. enter - This will act as a left mouse click, acting as a button push
- d. esc - This will bring up the pause menu
- e. M - return to the world map

#### 2. On Mission

- a. Mouse left click - This can be used to select characters, select actions, select targets. anything that is a button can be clicked, if your highlighted character has movement, the curser will highlight on squares you can move to as you hover over them.
- b. Mouse right click - right click will open a pop up on friendly characters and enemies to provide additional information about them, such as bonuses, active and passive effects. If you have clicked an action but not confirmed it, it will cancel that action.
- c. tab - this will cycle through party members during your turn in order to select who to act with. or if you have clicked attack you can cycle through possible targets.
- d. WASD / Up/Down/Left/Right - These inputs will move the camera around the map freely up to the map bounds
- e. 1 - 9 - Inputs 1 through to 9 will be used as short cuts to select different actions such as attack, special attacks, defensive, dash, 3 different gear options, help or end turn.
- f. esc - Will bring up the pause menu
- g. shift - Bring up a pop up that shows the mission objective, location, difficulty and rewards.

### Controller:

for the controller I shall be using a standard Xbox controller.

#### 1. In the Hub

- a. left thumb stick - Move the curser around the hub, hovering over buttons will allow you to select them, if your highlighted character has movement, the curser will highlight on squares you can move to as you hover over them.
- b. A - Select a button that is highlighted
- c. B - Go back to the previous screen
- d. Rb - highlight the button to the right of the current highlighted button
- e. Lb - highlight the button to the left of the current highlighted button
- f. start - Bring up the pause screen
- g. select - return to the world map

#### 2. On Mission

- a. Left thumb stick - Move around the map, highlight squares you can move to.
- b. A - Confirm movement, and push buttons.
- c. B - Unconfirm an action
- d. Y - open a pop up on friendly characters and enemies to provide additional information about them, such as bonuses, active and passive effects.
- e. Rb - Cycle through characters, or cycle through enemies if attack is selected

- f. Lb - Cycle through characters, or cycle through enemies if attack is selected
- g. start - Bring up the pause screen
- h. select - Bring up a pop up that shows the mission objective, location, difficulty and rewards.