**Control System Spec**

* Character movement
  + Pressing the right mouse button will give the character a location target to move to.
  + Movement impedance:
    - The player movement is blocked by walls and obstacles, and if the character runs into any they will stop
    - Movement can be slowed down by environmental hazards or by cards
      * When this happened, the max speed of the character is reduced
  + The character will automatically determine the best path to the point clicked, even if it is on the other side of a wall or obstacle
* Camera
  + The camera is a MOBA styled third person top down follow camera, and will always have the player in the center of the screen
* Card use
  + Cards are all one use. Once a card has been used, it is removed from the player’s deck.
  + A card has an animation associated it when it is used. **[See “Cards and Hand Animation”]**
  + A player can only use cards that are part of his hand, a subset of his deck, that he has a view of. **[See UI Spec “Card Deck Display System”]**
  + Once a player uses a card, he pulls a new card from his deck to replace if and only if his deck still contains cards. **[See Deck and Hand Spec “Deck System”]**
  + Cards can be placed via the mouse or the keyboard
    - If a player uses their mouse, they must move the cursor over the card they want to play, and click it their left mouse key. Then they will be able to place the card where they want given the limitations on the type of card (i.e. it is a melee attack or ranged) **[See Card Spec “Card Types]**
    - Cards can also be played with the keyboard via hotkeys. A player can choose the card they want to play with a specific key, and then they must use their mouse to determine where they will place the card, again, with considerations of the card’s limitations in mind. **[See Card Spec “Card Types]**
      * The preset hotkeys will be ‘q’, ‘w’, ‘e’, ‘r’, and ‘t’
      * A player can change which hotkeys he would like to use in game or before the game begins **[See System Settings Spec “Change In Game Controls]**