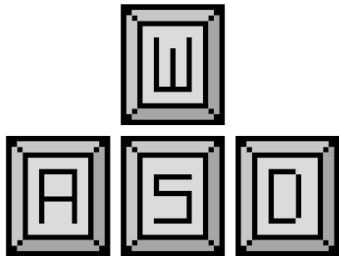## Controls

The controls for moving the character within THE GAME are varied depending on whether the user is using a keyboard or a gamepad.

If the user is using a keyboard, WASD is used for moving the character on the screen. W is used to move forward, A is used to move left, S is used to move backwards, and D is used to move right.

If the user is using a gamepad, the joystick and the X and O buttons are used. The joystick is used to move the character around on screen. The X button is used to accept a selection and the O button is used to cancel a selection.

On the bottom of the screen there are two buttons, one for ending the turn and one for using attack. There are two types of attack, ranged and melee. The ranged distance allows the player to shoot a long-ranged laser and the melee attack button allows the player to attack using a sword, this is a short-ranged attack.

UI

The bottom of the screen contains most of the UI for the game. It shows the three types of characters for both the enemies and the players. The characters all have attributes for showing the HP, ammo, and the moves left.

There is also a menu button on the bottom right, the menu button allows you to quit the game. To access the menu button using a gamepad, you need to press the start button.

Quit

Menu