

Player Input System: A basic necessity for starting Input systems, from my understanding, it serves as a hub for other source inputs to be implemented.

WASD: Move character around the map. I chose this because it is a universal hotkey when wanting to move their character, no matter the type of game.

Pause Screen (Space Bar): Pause and unpause the game. I chose this input because it is a fast way to exit and resume the game: Some games use this when they need to exit quickly.

Reset to Start (Right Click): Since this is the pause screen, they would have access to move their mouse to click. I chose this because a hotkey might be pressed in-game and ruin the player's current run.

Detecting mouse clicks (Right Click): Necessary to pick up objects in the game, as they are the way to complete the level. I chose this because while right clicks when the screen is paused affect one thing, they can register to the game to click the desired object.

Detect Mouse clicks to GUI: The clicks from the detected mouse clicks are related to three circles at the bottom of the screen. This would need to work together to display correctly that progress is being made.

Registering Start of Level: A spawn point, so the players do not spawn at a random point of the maze. I need this so they also know where to return once the level is complete.

Registering End of Level: A detect player spawn point, once all objectives are collected, and can spawn the end of level screen. I need this so the game is clear when the level is over.

Damage On Contact: Detect Player input, I need this as there are "obstacles" in the level that can cause the players to restart should they run into these objects, it is to be associated with health or "Hit Points."

Hit Points to GUI: When a player runs into the damage on contact input, it needs to be connected to three circles at the bottom left of the screen to signify the "tries" the player has left in the level. This is to help that happen and be connected with the pause screen as well, should three of them hit.

Spawn 2D Layout: Should happen when launching the game, the game will be top view, so it is important that the 2D layout is active so the immersion of the game is not broken.