Input List

A - Claw move left
D - Claw move right
Spacebar - Extend & grab

Arrow Left - move character left
Arrow Down - move character down
Arrow Right - crouch/speed up descent
Arrow Up - Jump

Click - Select

I kept the claw and character controls on separate sides of the keyboard due to the games intent to be playable on one screen. A & D + Spacebar is a natural combination for most video games so I felt it fits better into the game feel combining those into one control-set. I experimented with a similar game that uses 2 players:1 keyboard and I realized that naturally people want to play on the right side of the keyboard.