**Input List:**

1. SceneSwitcherOnKeyPress (any key press)- This input would be used for navigating to the next wireframe by clicking on any key on the keyboard. I chose this input because I designed the boarding page for the tennis game and since it is the first screen when entering the game I wanted any key press to be the solution for navigating to the second screen of the game.
2. HoverToggleButtons (mouse pointer)- This input would be used for selecting Singleplayer or Multiplayer button options by hovering over those particular buttons. I chose this input because I wanted just by simply moving over the buttons with the mouse pointer to be able to select either buttons and thus see the additional description of the options (singleplayer and multiplayer).
3. ContinueButton (mouse left click)- This input would be used for navigating to the following wireframes. I chose this input because I wanted to have an option always to go to the next different wireframe just by clicking on the continue button.
4. ReturnToScene (backspace, and mouse left click)- This input would be used for returning to the previous wireframe. I chose this input because I wanted to have an option to navigate to the previous wireframe by either clicking backspace on the keyboard or clicking the arrow button on the screen.
5. ToggleMenuVisibility (mouse left click)- This input would be used for showing and hiding the menu on the home page of the game. I chose this input because I wanted to be able by clicking on the arrow button to show the menu and hide the menu in the homepage.
6. RotateCharacter (pressing A and D keys on the keyboard)- This input would be used for rotating the player character in the home page of the game. I chose this input to be able to move the player in the home page by clicking or holding A or D keys on the keyboard.
7. BackToSceneOrQuit (escape key and backspace)- This input would be used for returing to the boarding wireframes and exiting the game. I chose this input because I wanted to be able to leave the game by pressing escape key or clicking on the exit button.