

HUD when building a nest

Menu

Hint  
Space

Target bird

Nest Building  
Tools

- Feature
- Feature
- Feature
- Feature

Nest Building Space

Nest  
Item

Nest  
Item

Nest  
Item

Nest  
Item

Nest  
Item

Nest  
Item

Nest  
Item

Nest  
Item

Nest  
Item

Nest  
Item

## 1. Space Bar

- a. The space bar will primarily be used for mini-games, such as a variation of Flappy Bird, where the player will use the space bar to fly up to avoid the tree line and combat the gravity effect to not fall below the game map. However, the space bar will not likely be a primary input throughout the game.

## 2. Escape Key

- a. The escape key will be used as a way to pause the game and return to the menu to save the game, load the game, or close the game out completely. I debated making this the backspace key, as I know both can be used for this function. I am debating using the backspace key to default to the player inventory menu.

## 3. Left mouse click.

- a. I intend for most of the game world to be navigated with the mouse by clicking on HUD options or clicking within a mini-game (selecting hidden items, clicking on birds, etc.). My initial thought is to have the player inventory and map menu be a button at the top left corner (as seen above) and to have the player mouse over and click on that when they want to see their inventory. This is where I'm debating having a backup system for the backspace key, since it will also allow the player to access this menu if their mouse breaks. Although candidly, the game needs to have a working mouse or touchpad to play, and accessing this menu without a mouse click would simply serve as another way to pause the game in addition to the escape key.

## 4. Right mouse click.

- a. In the above image, there is a box on the right side that will include ways to edit or rotate the item the player is trying to put in the nest. This can include rotations, increasing size, flipping, or offering variations such as stringing the item into the nest. While the player can manually do these actions using the options in the box, they can also right-click to see these options. Hopefully reducing the player time of mousing over and selecting one of the features.

