

For this hypothetical social media/life simulator, the game would really only rely on four inputs. The player in my mind would need the mouse, the mouse left-click, the arrow keys, and the enter key.

The mouse itself would serve as the navigation for the player. In my mind this makes the most sense since this how we navigate social media on desktop systems. If the game were to be ported to a mobile device, this would become the scroll/swipe mechanics we also use daily.

The mouse left-click would function as it normally does, to select buttons available in the GUI. This could be virtually anything from selecting inventory plus/minus buttons, to dialogue options, to navigating the settings menu. If the player is on a desktop system, or something like a Steam Deck, this feels the most natural for those players.

Arrow keys could serve as an alternative to using the mouse if the player chooses. It would still function as a method to get to the selection the player wishes, and wouldn't auto select on the first option it landed on. This really falls more into an accessibility/preference setting, but it seems to be the least complicated to implement.

Finally the enter key becomes the alternative to a mouse click. If a player is using the arrow keys to navigate, striking the enter key would essentially act the same as clicking the left mouse button.

Because this game would be more dialogue heavy, and with more of a focus on reading and responding, there's less opportunity for input variation. That said, I think it's important to give the player minimum two input options, as a bare bones. I'd prefer to set up a demo that could also detect if a controller was connected to the system, and adjust from there as well.