

### Menu Screen/pause menu

Input	Process	Output
Mouse movement	Move cursor	Move cursor on screen
	Check cursor isn't leaving confines of screen	
	Check if cursor hovering over button	Toggle hover state of any buttons having mouse enter/leave
Mouse press	Check if mouse hovering over button	Toggle/trigger active state of button pressed
		Change menu appearance based on button pressed
Escape key pressed	Check if in a sub menu (e.g. options)	If yes, move back to previous menu

### In-Game

Input	Process	Output
[Escape key] pressed	Toggle pause menu (open if paused, exit submenu/close if open)	Update screen as required
[WASD] keys pressed	Check player not rolling/affected by other movement cancelling effect	
	If not, update acceleration/speed of player	Move character on screen
Mouse moved	Update player direction to look toward the cursor	Rotate player image
[Mouse 1] pressed	Check if player has ammo/is reloading	If not, fire player's weapon and draw bullet

	Remove 1 from players ammo count	
	Check ammo amount	If 0, set sprite image to reload frames
[R] key pressed	Check weapon missing ammo	If not, fire player's weapon
		Set sprite image to reload frames
	Reset players ammo count after required delay	
[Space bar] pressed	Check roll is not on cooldown	If not, update player speed
		Display roll animation