

Here is a list of controls and inputs that I would like to implement for a digital prototype of the game concept:

WASD Keys:

Usage: Movement of the tank.

Why: WASD keys are a common and intuitive way to control movement in top-down games. They allow for precise control over the tank's movement, which is essential for navigating the jungle maze.

Alternatives: Arrow keys or the directional pad on a controller could also be used for movement, but WASD keys are more commonly used in PC games.

Space Bar:

Usage: Firing the cannon.

Why: The space bar is a natural fit for firing the cannon, as it is a common key for firing in many games. This input is easy to use and allows for quick and precise firing.

Alternatives: The mouse left-click or the fire button on a controller could also be used for firing, but the space bar is a more accessible option.

Mouse Left-Click:

Usage: Targeting enemies or objects.

Why: The mouse left-click is a natural fit for targeting enemies or objects, as it allows for precise aiming and firing. This input is especially useful for aiming at distant targets.

Alternatives: The mouse right-click or the secondary fire button on a controller could also be used for targeting, but the left-click is more commonly used for aiming.

Mouse Wheel:

Usage: Switching between different types of ammunition.

Why: The mouse wheel is a convenient way to switch between different types of ammunition, as it allows for quick and easy access to different options.

Alternatives: The number keys or the controller's D-pad could also be used for switching ammunition.

Number Keys:

Usage: Selecting different types of ammunition.

Why: The number keys are a common way to select different options in games, and they allow for quick and easy access to different types of ammunition.

Alternatives: The mouse wheel or the controller's D-pad could also be used for selecting ammunition.

Controller's D-Pad:

Usage: Navigating the jungle maze.

Why: The D-pad is a natural fit for navigating the jungle maze, as it allows for precise control over the tank's movement.

Alternatives: The WASD keys or the arrow keys could also be used for navigation.

Controller's Fire Button:

Usage: Firing the cannon.

Why: The fire button is a common way to fire in console games, and it allows for quick and precise firing.

Alternatives: The space bar or the mouse left-click could also be used for firing.

Controller's Secondary Fire Button:

Usage: Targeting enemies or objects.

Why: The secondary fire button is a natural fit for targeting enemies or objects, as it allows for precise aiming and firing.

Alternatives: The mouse left-click or the space bar could also be used for targeting.

Controller's View Button:

Usage: Switching between different views (e.g., zooming in or out).

Why: The view button is a common way to switch between different views in console games, and it allows for quick and easy access to different views.

Alternatives: The mouse wheel or the number keys could also be used for switching views.