# Pre-Game

## Create Game

* + Solo Game
    - Character Selection
    - Map Generation
  + Premade Group Game
    - Character Selection
    - Map Generation

## Exit

* + Close Game

# During Game (Player)

## Move

* + Options
    - W – Forward
    - S - Back
    - A - Left
    - D - Right
    - Space – Jump
  + Encounters
    - Material/Item
      * Add item to inventory
    - Enemy
      * Player take damage
      * Enemy OnPlayerEnter
    - Friendly Player
      * Do Nothing
    - Hostile Player
      * Player take damage
      * Hostile Player OnPlayerEnter

## Ability

* + Attack – 1
    - Continue Attack – 1
    - Return to During Game
  + Attack – 2
    - Continue Attack – 2
    - Return to During Game
  + Attack – 3
    - Continue Attack – 3
    - Return to During Game
  + Attack – 4
    - Continue Attack – 4
    - Return to During Game
  + Shift – Defense
    - Must hold to defend
    - Return to During Game

## Interact with Object (Enter)

* + Activate Object

## Open Inventory (B)

* + Item Hover
    - Display name and quantity
  + Try to Combine Selected Materials (Left Click)
    - Success
      * Remove materials from inventory
      * Add crafted item to inventory
    - Failure
      * Cancel combine
      * Remove highlights
  + Item(s) Select (Shift – Left Click)
    - Highlight item
  + Item Drag (Hold Right Click)
    - Release on team inventory dialog
      * Move item to team inventory
    - Otherwise
      * Cancel drag