

## List of inputs

### 1; Start button / space key

This button is to start playing the level you are in, Nothing starts until it's pressed. This so that levels don't automatically replay every time you restart so players can catch their breath, and prepare for the next try. For this input I chose an arrow shaped button near the middle of the screen so it can indicate that its what starts the level (hopefully players know what an arrow in the middle of a static game means). And I chose the space key to start since if it was to press any key, the player might accidentally press them.

### 2; Movement control buttons/ A and D

Movement controls are inputs, you press A and D keys or press the left, and right side of the screen (without tapping any other buttons at the same time) to turn around. Since WASD keys are like the universal key format for video game movements, I used A and D for turning left and right-as well as and Tapping left and right. I thought it would be better not having left or right buttons show since they might be in the way of the screen and the player would always have to exactly tap on them every time to change direction.

### 3; pause button / F

at the corner of the screen, there is a pause button so incase if the player is interrupted, he/she can pause and resume at a later time. It's to be at the corner of the screen so the player doesn't accidentally tap on it. You can also press F to pause the game, since this key is close to the A and D keys and wouldn't require taking your hand off of your mouse.