

HUD

Milestone Skills

- Shift (dash)
- Q (unbound) when player attains milestone skills
- E (unbound) when player attains milestone skills
- Can Q & E be rebound/rearranged
 - Ctrl-alt click?
 - Menu opens up (like League or DODA)
- Could make simple key-binding section

Need an Inventory (Boxes/Slots 1,2,3,4) [1] [2] [3] [4]

- Store consumables and equipment

Combat

- Left Mouse for Shooting
- Right Mouse & V for Quick Melee

What is process of buying items to put it in slot?

- Using alt-click to drag and drop items into boxes?
- Does highlight boxes and ask which ones to go in?