# Project JTARPG Control scheme

* L1 Block
* R1 (Hold) Jump
* L2 (Hold) Dodge mode
* R2 Dodge (Directional input)
* Triangle Right fist attack
* Circle Right kick attack
* Cross Left kick attack
* Square Left fist attack
* Directional up
* Directional right
* Directional down Heal (Item or abilities)
* Directional left
* L3 (Toggle) Sprint
* R3 Lock on
* Left Thumbstick Movement
* Right Thumbstick Camera
* Options Pause (Software menu with quick save, options, quit etc.)
* Share Share
* Touchpad In-game Menu (inventory, Map, etc.)

During Dodge mode

* L1
* R1
* L2 (Hold) Dodge mode
* R2
* Triangle Right fist attack
* Circle Right kick attack
* Cross Left kick attack
* Square Left fist attack
* Directional up
* Directional right
* Directional down
* Directional left
* L3
* R3 Lock on
* Left Thumbstick Dodge direction
* Right Thumbstick Camera
* Options Pause
* Share Share