

The game concept for which I previously made wireframes was a first-person shooter, so the below list encompasses controls and inputs necessary for such a game.

WASD	Movement
Space Bar	Jump
Shift	Sprint
Ctrl	Crouch
Mouse Movement	Looking
Mouse Left-Click	Shoot/Attack/Use Item
Mouse Right-Click	ADS/Alternative Attack
R	Reload
Number Keys	Change Item
E	Toggle Inventory

The WASD inputs would be used for movement. I chose this pairing as it is a standard layout for movement with a PC game, and therefore would be familiar and comfortable to many players, without requiring them to learn something new.

The Space Bar would be used to jump. Again, this is a fairly standard key bind for PC gaming. The left thumb naturally lies near or on the spacebar when using the WASD control scheme, and thus utilizing it for a common function such as jumping makes logical sense.

The Shift key would be used to sprint. I have seen this and the Ctrl key reversed from my bindings here, but for a first-person shooter I believe this binding makes more sense – Shift is closer to the WASD keys than Ctrl is, and a player is more likely to need to quickly move through or away from a firefight than they will need to quickly crouch. Therefore, I give sprinting priority over crouching, so the closer key gets assigned to sprinting.

The Ctrl key would be used to crouch. Again, my personal reasoning for this is in an FPS game crouching takes lower priority to sprinting, so it will be assigned to the slightly farther key.

Moving the Mouse would be used to look around the game world. This would be familiar to players, as it is commonly used in many games. The precision allowed by the mouse as well as the freedom of movement (as opposed to being constrained to set axes with keys) makes it the ideal input device to look around.

Left-Clicking the Mouse will use whatever item is in the player's hand. If it is a weapon, it will attack with that weapon. In an FPS game, this is a frequent action, so having it bound to a button that the player is always touching makes sense. Additionally, the mental mapping of the pointer finger being a trigger finger will make learning this simple.

Right-Clicking the Mouse will aim down sights (ADS) with a firearm, or use an alternate attack for weapons that allow it. This mapping makes sense as it places all weapon functionality – aim, attack, alternate – in one location, the mouse.

R will be used to reload the weapon. This is another standard mapping, and new players will find remember R for Reload an easy task. Additionally, the R key is located adjacent to the WASD and E keys, which are other essential keys and where the left hand will lie throughout gameplay.

The Number Keys will be used to change items. 1 will select the primary weapon, 2 the secondary, 3 a melee, and 4 an item (such as a healing item). These are common FPS mappings that allow a player to easily remember what item is where, sorted by importance. Weapons will always take precedence in a fighting game, and healing items will largely only be used if the player is not immediately in a fight.

E will be used to open and close the inventory. This way, the player can store additionally healing items or switch out weapons (for example, placing a shotgun into their inventory and putting a rifle in their primary weapon slot instead).