**Character Controls**

When designing the control scheme of the game, we considered the fact that all the buttons on the right side of the controller, including the right stick, can only be pressed one at a time. This is also true for the bumpers with their respective triggers, and the left stick with the d-pad. Due to this, the team concluded that the following controls would work best for the game:



Figure 77 - The rough control layout on a Nintendo Switch controller

**Default Bindings**

**B – Jump:**

We assigned jump to ‘**B**’ as most players will recognise this as the jump button due to most games using it as such.

**A – Attack:**

We assigned attack to ‘**A**’ due to it being the natural resting position for the thumb when not pressing any other button, as the attack button will be used when reacting to an enemy quickly.

**X – Shield slide:**

We assigned shield slide to ‘**X**’ as the team decided it would be one of the more commonly used abilities and as such is placed closer to the thumb's resting position.

**Y – Tether:**

We assigned grapple to ‘**Y**’ as we felt it will be the one of the lesser-used abilities compared to the other buttons, due to it mainly being tied to situational uses.

**Left stick – Player movement:**

We chose the ‘**left stick**' due to it being the go-to movement button for many games and changing this would likely confuse the player.

**Right stick – Camera movement:**

Similarly to using the left stick as player movement, we chose the ‘**right stick**’ for camera movement due to its frequent use for the same or similar functionality in other games.

**Left trigger – Open radial quick select:**

We felt the ‘**left trigger**’ was the most natural place for the radial menu, as it is commonly used for similar purposes in many other games. The player would use either the right or left stick to hover over a weapon and release the left trigger to select it.

**Right trigger – Sprint:**

We placed sprint on the ‘**right trigger**’ due to the player using it in conjunction with the other abilities also on the right side of the controller, allowing them to more comfortably press multiple buttons at once.

**Non-Bound movements**

**Double Jump:**

This is performed once by pressing jump again while airborne.

**Glide:**

This is performed by the player holding down the jump button while airborne rather than releasing it. This can be combined with the double jump for extra distance.

**Ride Zipwire:**

This is performed by jump while within the range of a zipwire.

**Game Settings**

As with most games, we plan on allowing the player to alter specific attributes of the game to allow for a more comfortable play style. We hope to allow all buttons to be rebound to whatever the player feels comfortable with, alongside having a few other settings to either help performance or alter the audio of the game.

**Control binding options**:

Allow the player to customise the button bindings.

**Controller type:**

Change the name of the buttons based on specific controllers, i.e. switch controller

**Volume:**

Variable master volume, sound effects, background music, ambience.

**Video settings:**

Decrease shadow and lighting quality, texture quality, window resolution, Fullscreen or windowed, Brightness etc.