**Settings! What can they change? Bindings? How?**

Volume – master, sound effects, background music, ambience

Video settings – shadows, lighting, texture quality, window resolution, Fullscreen or windowed, Brightness

Control binding options – allow the player to set all the game bindings

Default controls (button names based on switch controller):

All the buttons on the right side of the controller and the right stick can only be used one at a time. We kept this in mind when designing the controls for this part of the controller. This is also true for the bumper and their respective triggers, and the left stick with the d-pad.

Jump – B we put jump on this button as most people recognise this as the jump button due to most games using it as such

Attack – A we placed attack on A as this button is where most players rest their thumb when not pressing buttons and the attack button needs to be the fastest to press

Grapple to enemy – Y we placed grapple on Y as we felt it will be the least often used ability of all the abilities on the right-side buttons

Shield slide – X we placed shield slide here as it will be used more often than grapple and is closer to the thumb rest position

Sprint – right trigger we placed sprint on the right trigger as the player will want to press it at the same time as many of the right-side buttons

Radial menu – left bumper we felt this was the most natural place for the radial menu to be as it’s the button used in many other games as well. The player must use the right stick to select as well so the radial menu must be on a different section of the controller to the right stick

Move – left stick this is simply the control used to move in almost all games

Double jump – the player can press jump again to jump once while airborne

Glide – in order to glide the player will have to hold down the jump button instead of releasing it. This will make them jump and then start to glide. This can also be done with the double jump as well

Zipwire – to ride of a zipline the player should jump while within its range