

Input System List:

1. Movement: WASD Keys

- Purpose: Move the player character in 4 directions (up, down, left, right).
- Why: Standard for PC games, intuitive for players.
- Alternatives Considered:
 - Arrow Keys (less ergonomic for prolonged play).
 - Gamepad Joystick (would require controller support).

2. Aiming: Mouse Position

- Purpose: Rotate the player to face the cursor for shooting direction.
- Why: Precision aiming feels natural with mouse control.
- Alternatives Considered:
 - Right Joystick (Gamepad) (for controller support).
 - Auto-Aim (would reduce skill gap).

3. Shooting: Left Mouse Click

- Purpose: Fire bullets/weapons toward the cursor.
- Why: Standard for PC shooters, quick and responsive.
- Alternatives Considered:
 - Spacebar (less intuitive for shooting).
 - Right Mouse Click (reserved for secondary fire/abilities).

4. Reload: R Key

- Purpose: Manually reload weapons when ammo is low.
- Why: Common reload key in shooters (e.g., Call of Duty).
- Alternatives Considered:
 - Auto-Reload (simpler but less tactical).

5. Pause Game: Escape Key

- Purpose: Open pause menu to adjust settings or quit.
- Why: Universal pause key for PC games.
- Alternatives Considered:
 - P Key (less discoverable).

6. Sprint: Left Shift

- Purpose: Temporary speed boost at the cost of stamina.
- Why: Standard sprint key in action games.
- Alternatives Considered:
 - Double-Tap WASD (harder to execute precisely).

7. Melee Attack: F Key

- Purpose: Quick knife/bash when zombies get too close.
- Why: Easy to reach near WASD keys.
- Alternatives Considered:
 - Middle Mouse Click (awkward for fast reactions).

8. Switch Weapons: Mouse Scroll Wheel / 1-2-3 Keys

- Purpose: Cycle between primary/secondary weapons.
- Why: Scroll wheel is fluid; number keys are precise.
- Alternatives Considered:
 - Q/E Keys (used in some games like Overwatch).

9. Interact/Pick Up Items: E Key

- Purpose: Collect ammo, health, or weapons.
- Why: Common interact key (e.g., Half-Life, Skyrim).
- Alternatives Considered:
 - F Key (might conflict with melee).

Bonus: Controller Support (If Time Allows)

- Left Joystick: Movement
- Right Joystick: Aim
- RT/R2: Shoot
- X/Square: Reload
- B/Circle: Melee