Inputs
WASD
- Used to direct arrow movement in flight and aim the bow for the initial launch of the arrow
- I chose WASD for this input type because I wanted to give the player control to move the arrow where they would like, but not perfectly since they can only move in different directions.
- I considered using mouse movement for this in a system without a cursor where the angle of the arrow is adjusted based on the vector from the center of the screen to your mouse position and then reset your mouse position to the center of the screen.

Space
- Used to increase the speed of the arrow like a boost. Also to launch the arrow at the start.
- I choose space for this because it is a natural resting place for the thumb when your fingers are on WASD and it is a large key so it is hard to miss.
- I also considered using mouse left click for this. I decided against it because I wanted all of the movement controls to interact with one hand only.

Down Arrow
- Used to stall the arrow, reducing the speed of the arrow temporarily but also increasing the natural decay of speed while stalling.
- I chose the down arrow for this because it represents the action best out of the remaining keys
- I briefly considered the left mouse button for this so the player would have a hand on the mouse, but decided against it because I felt that it would be more intuitive if I used the down arrow.

These are all of the control I need for a one level prototype.