

Input System

Game. Shape Cascade: Puzzle Adventure is a captivating mobile game that combines classic match-3 mechanics with a unique twist - using geometric shapes instead of the usual jewels or candies. Set in the magical world of Geometria, a realm where everything is made up of various shapes and vibrant colors, the game invites players on a delightful journey filled with challenges and surprises.

Input	Purpose	Reason for Choice	Alternative Considered
Touchscreen Tap	Select and place shapes on the grid	Intuitive for mobile users; mirrors physical interaction	N/A (primary interaction)
Swipe	Navigate through menus and level selection	Common gesture in mobile interfaces; easy for scrolling through options	Arrow buttons
Pinch	Zoom in/out on the game grid	Useful for getting a closer look at smaller shapes or a broader view	Separate zoom buttons
Shake device	Shuffle shapes on the grid	Physical interaction adds fun and mimics the action of shuffling	Shuffle button
Back button tap	Return to previous screen or pause the game	Standard in mobile UIs; provides a clear way to go back or pause	On-screen pause icon
Two-finger tap	Activate a power-up	Distinguishes from single-tap commands; feels deliberate and special	Dedicated power-up button
Rotate device	Change orientation from portrait to landscape	Allows player preference for screen orientation	Manual setting in menu
Long press	Bring up additional options or game information	Offers a secondary interaction without cluttering the screen with buttons	Submenu button
Volume keys	Adjust game sound effects and music volume	Direct use of device hardware for convenience	In-game settings menu
Physical buttons	For devices with physical buttons, navigate UI	Useful for players who prefer tactile feedback or if the touchscreen is not an option	Touchscreen gestures