

In my previous assignment, based on the idea I had, I decided to make it into a mobile game. So now I am sticking with that idea and listing all the touch screen controls I would need for the prototype.

Touch screen controls:

- Click
- Hold
- Drag
- Pinch

Click

The player would click on specific parts of the screen, imitating button clicks. In the game clicks are used to interact with objects on the level. There would be a couple of buttons with different functions, depending on the current puzzle. Clicking is the most simple action on a screen, it could be used for most things.

Clicks would be also used to open and interact with menu items.

Hold

Holding the screen could be combined with certain clicks. For example, if the player clicks a door it will not open, they would have to “hold” it open.

Holding would also be a part of the “joystick” function, that would be used to move the character on the screen.

Drag

The player would hold the screen and drag their fingers around in a circle to move their character, imitating a joystick.

Dragging could also be used in puzzle solving. Click on an object and drag it to move it somewhere else.

Pinch

Pinching the screen would be used to zoom in and out, to have a better view of the game level.