List of Potential Inputs for Silicon Spirit

1. Voice Input - High Priority

Purpose:

- To engage in conversations with AI entities, allowing players to ask questions, provide guidance, and perform rituals using natural speech.

Reason for Selection:

- Voice input enhances immersion and makes the interaction feel more personal and lifelike. It allows for a more natural and intuitive way to communicate complex ideas and emotions, fitting well with the game's focus on dialogue and spiritual guidance.

Other Options Considered:

- **Text-to-Speech (TTS):** Could be used as an alternative for players who prefer typing responses. However, voice input offers a more engaging experience.
- **Predefined Dialogue Choices:** Limits player freedom and reduces the immersive quality of conversations.

2. Keyboard and Mouse Input - High Priority

Purpose:

- For players to type responses if they do not have a microphone, navigate menus, and select dialogue options and actions.

Reason for Selection:

- Widely accessible and familiar to most players, ensuring that everyone can play the game regardless of their setup. It provides precision and ease of use for various in-game actions.

Other Options Considered:

- **Touchscreen Input:** Viable for mobile platforms but less precise than a mouse for complex interactions.
- **Gamepad:** Good for navigation but less efficient for typing responses.

3. Gamepad Input - Mid Priority

Purpose:

- To navigate the game world, select dialogue options, and perform certain actions, particularly useful for console players.

Reason for Selection:

- Gamepads provide a comfortable and familiar control scheme for many players, especially those on consoles, enhancing accessibility and playability.

Other Options Considered:

- **Motion Controls:** Could add an interesting dynamic but might not be precise enough for dialogue-based interactions.
- **Voice Commands:** Already covered under voice input.

4. Touchscreen Input - Medium Priority (High priority for a mobile version)

Purpose:

- For mobile and tablet players to navigate menus, select dialogue options, and interact with in-game elements.

Reason for Selection:

- Touchscreens are intuitive and accessible, making the game playable on a variety of devices, particularly mobile platforms where touch is the primary input method.

Other Options Considered:

- **Stylus Input:** Precise for tablets but less common than finger touch input.

5. Motion Controls (e.g., Kinect, VR Hand Tracking) - Low Priority

Purpose:

- To perform ritualistic gestures and interact with the spiritual and digital environments in an immersive way.

Reason for Selection:

- Adds a layer of physical interaction that can enhance immersion, especially during rituals and symbolic actions within the game.

Other Options Considered:

- **Standard Controller Input:** More common but less immersive for ritualistic and symbolic interactions.

6. Eye-Tracking - High Priority for Accessibility

Purpose:

- To navigate menus, select dialogue options, and interact with elements in a hands-free manner, particularly useful for accessibility.

Reason for Selection:

- Provides an accessibility option for players with limited mobility, allowing them to control the game using their gaze.

Other Options Considered:

- **Head-Tracking:** Could be used similarly but is less precise than eye-tracking.

7. Haptic Feedback Devices - Low Priority

Purpose:

- To provide tactile feedback during key moments, such as when performing rituals or encountering significant narrative events.

Reason for Selection:

- Enhances immersion by providing physical sensations that correspond to in-game actions, making experiences more tangible.

Other Options Considered:

- **Vibration Feedback on Gamepad:** Less specific than dedicated haptic devices but still useful for enhancing immersion.

Summary:

- **Voice Input:** For immersive conversations and rituals (selected for natural interaction).
- **Keyboard and Mouse:** For precise navigation and typing (selected for accessibility).
- **Gamepad:** For comfortable navigation on consoles (selected for familiarity).
- **Touchscreen:** For intuitive interaction on mobile devices (selected for accessibility).
- **Motion Controls:** For immersive physical interactions (selected for ritualistic gestures).
- **Eye-Tracking:** For hands-free control (selected for accessibility).
- **Haptic Feedback Devices:** For tactile immersion (selected for enhanced physical feedback).