

List of Inputs, what it's used for, why I chose it for that purpose, and other potential inputs:

1. Escape key on keyboard
 - a. This input will be used to pause the game. I chose this input for this purpose because it is a common one used across many games.
2. Enter key on keyboard
 - a. This input will be used to confirm something in the game. I chose this input for this purpose because it is a common one used across many games.
3. WASD keys on keyboard
 - a. This input will be used to move the Player Character in the game. I chose this input for this purpose because it is a common one used across many games.
4. Left Mouse Click
 - a. This input will be used to Primary Fire the Player Character's Weapon in the game, and to click on buttons when clicked over them. I chose this input for this purpose because it is a common one used across many games.