Controls

***Basics:***

Keyboard / mouse and gamepads are supported

Input is detected the first time a button is pressed

No continuous detection

Buttons that open a window should also close it when used again

***Required inputs:***

Movement on the x axis (left and right)

Movement on the y axis (forwards and backwards)

Rotate camera yaw (left and right around the character)

Rotate camera pitch (up and down)

Use breath ability (hold down to start aiming, release to use)

Use hook ability (hold down to start aiming, release to use)

Open / close pause menu

Open / close memory screen (part of the pause menu)

***Camera rotation:***

By default, camera’s rotation is independent of the protagonist mesh’s rotation

This changes when entering aiming mode (breath and hook abilities) -> mesh follows the yaw rotation of the camera

Movement is relative to the camera’s rotation, not the mesh’s rotation

Camera can be rotated 360 degrees around the character on the yaw axis

Pitch only goes up and down a little

***Key bindings:***

Mouse and keyboard

Movement x -> A / D

LEFT ARROW / RIGHT ARROW

Movement y -> W / S

UP ARROW / DOWN ARROW

Camera yaw -> MOUSE X

Camera pitch -> MOUSE Y

Breath ability -> LEFT MOUSE BUTTON

Hook ability -> RIGHT MOUSE BUTTON

Pause menu -> ESCAPE

Memory screen -> TAB

Gamepad

Movement x -> LEFT STICK LEFT / LEFT STICK RIGHT

D-PAD LEFT / D-PAD RIGHT

Movement y -> LEFT STICK UP / LEFT STICK DOWN

D-PAD UP / D-PAD DOWN

Camera yaw -> RIGHT STICK LEFT / RIGHT STICK RIGHT

Camera pitch -> RIGHT STICK UP / RIGHT STICK DOWN

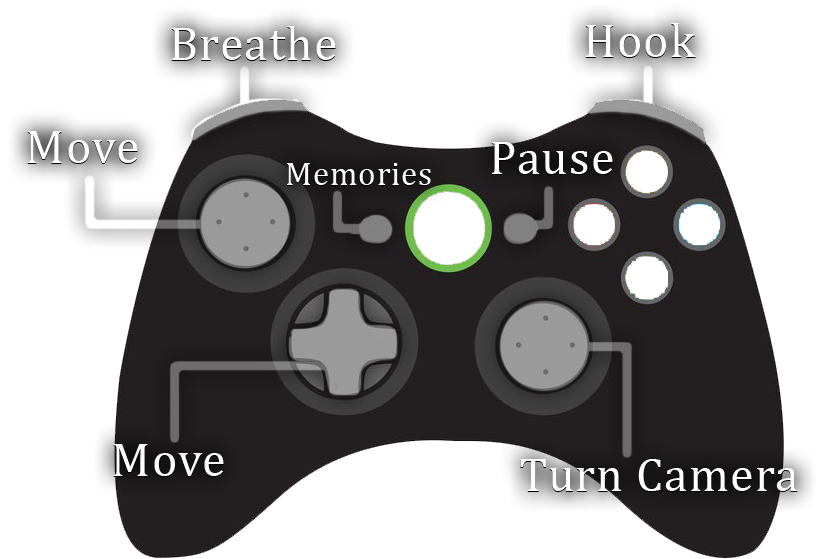
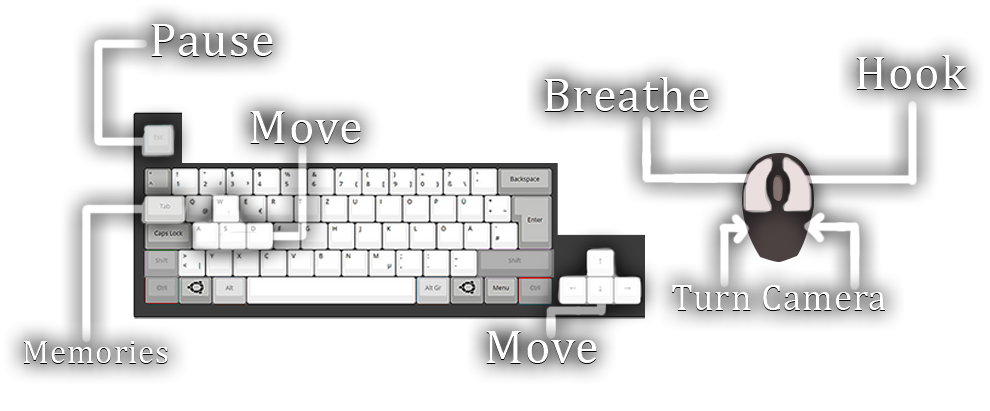
Breath ability -> LEFT TRIGGER

Hook ability -> RIGHT TRIGGER

Pause menu -> START

Memory screen -> BACK

***Schemes WIP:***

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