**Controls and Movement – Lonely Sorceress**

**Controls**

Mouse and keyboard as the targeted device

Key bindings:

**WASD** / arrows = movement

Mouse x and y = aiming

LMB = fire (primary)

LMB HOLD = automatic fire (primary)

RMB = fire (secondary)

Mouse wheel up = select next spell (cycles back onto first spell)

Mouse wheel down = select previous button (cycles back onto last spell)

Escape = pause menu

1/2/3/4 = quick select spell

Space = jump (can’t be used to dodge)

Q =  select spell that was selected last

*Tab / E / Shift / Control / R / F / C could be used for additional features*

*Maybe, one key for switching LMB HELD DOWN fire mode*

**Movement**

What is the movement supposed to feel like?

Fast-paced, responsive, powerful

What can you actually do?

Move in 4 directions, jump, potential movement spells

How is speed communicated?

No head bumping, animation of the arms

How fast do you move?

Forward and sideways movement is fastest, backwards is significantly slower

How fast do you accelerate?

Almost instant

How high is the jump?

Higher than common fps games

Should be able to cast spells in air

Maybe have a short time frame where you are too high up to be hit?

Minimum 100% of the character height

Can you control the character in air?

Yes but it’s limited

How does the aiming change when you’re in the air?

Not at all to remain responsive controls

How accurate is the aiming?

100% accurate

Does the movement change when you’re in combat?

No