For the purpose of the inventory and the player controllers…I designed my game around the 360 xbox controller…all though this game is strictly a PC game; I’m hoping that one day it can be played on other consoles.

Controls (X-box controller, PC)- These are based on the xbox controller, player should be able to change it to fit any controller or a keyboard.

* 1. (X) Melee
  2. (A) Jump
  3. (Y) Shield
  4. (B) Snap Mode
  5. (Analog Stick) Moves and Aims spells
  6. (RB) Quick Cast Spells
  7. (RT / LT) Scrolls through the spells
  8. (Start) Options
  9. (Up arrow on Dpad) Pick items up

KeyBoard

1. (Left Mouse Button) Melee
2. (Space Bar) Jump
3. (Middle Mouse Button) Shield
4. (E) Snap Mode
5. (Mouse) Aims Spells
6. (Right Mouse Button) Quick Cast Spells
7. 🡨(A) or D)🡪 Scrolls through the various godpowers/items/summons
8. (Middle Mouse Scroller) Cycle between the Summons, Items, or God Power menus
9. (Esc) Options
10. (W) Pick Items up

First go to the tutorial level…this is where I have the camera set up.

EvilBad\_Ep1\Assets\Scenes\Levels\Tutorial\Tutorial\_Area1.unity

In the hierarchy, in the main camera, if you select it you will see all the ui elements that will be used for ‘Snap Mode.’

Snap Mode is when the game freezes and the player has a change to stop and think and; manipulate enemies, projectiles, summon creatures, use items, or set up your own spells.

In snap mode a green circle will instantly appear around EB (Evil Bad), within this circle things can be manipulated…but we can go over that later.

You will also see a few submenus at the top right of the screen. Those being;

1. Item Menu
2. Summon Menu
3. GodPower Menu

These menus can be cycled through by the (Middle Mouse Scroller).

**ITEM MENU**

While on the Item Menu, a box will appear on the upper left hand side of the screen.

This box will display any consumable item in your inventory.

Press the (A) or (D) button to cycle left or right through the items.

The selected item can be used weather in or out of snap mode by pressing the **Right Mouse Button**.

If in Snap mode and you hover over a summon cursor over a summon and press the Right Mouse Button, then the summon will receive the benefit of the item as long as they are within the green circle.

**GOD POWERS**

While on the God Powers Menu, a box will appear on the upper left hand side of the screen.

This box will display any Powers you have acquired.

Press the (A) or (D) button to cycle left or right through the God Powers.

The selected power can be used weather in or out of snap mode by pressing the Right Mouse Button.

If in Snap mode, you can hover over a power and pick it up with the Left Mouse Button or you can hold down the Left Mouse Button and rotate its direction, as long as its within the green circle.

**SUMMON POWERS**

While on the Summons Power Menu, four boxes will appear on the upper left hand side of the screen.

These boxes can be filled with the acquired summons you find or left as empty.

Press the (A) or (D) buttons to cycle between the four boxes.

When you have a box selected, press the (W) or (S) to cycle through the various summons, or none at all.

When a chosen summon is selected unsnap and they will appear in the game behind EB removing the previous summon.

In Snap mode, you can hover over a summon and pick it up with the Left Mouse Button, and drop it down again as long as they are within the green circle.

Also good to note, some summons take up one or more block spaces.

**PLAYER HEALTH BAR AND GOD POWER BAR**

The UI at the top left side of the screen shows the players current Health points and God Power points.

The as they deplete HP and GP the red and blue bar should go down, and as they regain HP or GP the health should go up.

**ENEMY NAME AND HEALTH BAR**

The UI at the bottom right of the screen displayers a hit enemies current HP as well as their name. This UI will disappear after three seconds of not attacking an enemy or switching to a new one.

**INVENTORY**

The inventory UI can be displayed whether in or out of Snap mode. In this screen players can see various tabs and values such as;

1. Inventory Tab
2. Quest Item Tab
3. Stats Tab
4. God Power Tab
5. Map Tab
6. Equipment Slots
7. Stat Numbers
8. Level
9. Gold
10. Resistances

***Inventory Tab***

Displays the 70 item slot holders. Players can examine weapon and armor, drop unwanted loot, equip or unequipped items, use consumables, or apply souls for enchanting.

***Quest Items***

This displayers the various non-usable Quest items you pick up throughout the quest.

***Stats Tab***

This displayers an over view of all the power ups the player currently has, from weapons to armor to status debuffs.

***God Power Tab***

This displays the various God Powers you have and some info of what they do. It also displays the damage they currently do with upgrades.

***Map Tab***

Displays the places you have been and where you are now.

It should also show where you have quests and what they need from you.

***Equipment Slots***

Displays the currently equipment EB has on the 9 body slots

***Stat Numbers***

Displays the total value of your Smite, Wrath, Exodus, Awe, and Defenses

***Level***

Displayers the characters current level and how much he needs to get before he levels again.

***Gold***

Displayers the total amount of gold you currently have.

***Resistances***

Displays the total amount of resistance you have to various elements

**OPTIONS MENU**

Press the Esc Key to bring up this UI

Basically allows user options to control;

1. Screen Resolution
2. Full Screen
3. Music Volume
4. SFX Volume
5. Change Controls
6. Quit to Title Screen
7. Exit Game