

## Inputs:

**Movement:** Controls for this section were chosen for a combination of ease of use along with looking at standard controls for the action/RPG genre allowing players to leverage their familiarity with other games.

Forward - Left analog stick forward/W

Backward - Left analog stick backward/S

Left - Left analog stick left/A

Right - Right analog stick right/D

Dodge - tap X-button/tap shift

Run - hold X-button/Hold shift

Crouch - L3/C

Jump - A-button/space bar

**Combat:** Like the previous section, these controls are fairly standard for mass market games of the genre along with personal experience with those games. The attack button in particular was chosen based on personal preference, rather than the somewhat popular shoulder button configuration.

Target Enemy - R1-Button/Q

Switch Target - (while targeted) flick right analog stick left or right/Mouse wheel up or down

Attack - Y-button/Left mouse click

Switch to ranged attack - Hold L2-button/hold right mouse button

Parry - tap L2/tap F

Block - hold L2/hold F

**Quick Menu:** These controls were chosen to allow the player to navigate the ally, magic, and inventory menus quickly and intuitively without having to halt gameplay.

D-pad up/1

D-pad down/2

D-pad left/3

D-pad right/4

**Misc:** These controls were chosen based on the intended use of the controls when they were designed.

Camera Control - Right analog stick / mouse move

Pause menu - Start button / Esc

In game menu - Select Button / Enter

**Menu Navigation:** These controls were chosen for continuity with the other gameplay controls.

Navigate menu - D-pad or Left analog stick/ WASD or mouse movement

Confirm - A button/enter or mouse click

Cancel - B button/Esc or right mouse click