

INPUTS

Walk - WASD (commonly used, Unity understands this input method, and close to other action buttons)

Run - SHIFT while WASD (easy to press consistently with pinky finger while still hitting WASD)

Crouch - CTRL toggle on/off (slightly harder to hit, but still fine to hit situationally)

Climb - space when near a climbable object (want the action to be easy to hit while moving and only trigger when there is something to climb)

Jump - space (want easy to hit while moving and can double as other similar actions as well)

Pick up major item - E (close to WASD, so can hit easily, but not to be confused with movement)

Swing candy bucket - m2 (want to be able to aim the bucket with the mouse, so having the bucket action be part of the mouse, but a button you wouldn't normally use makes it unique)

Skill check - space in 'downed' state (easy to hit when necessary and would take the place of jump/climb that you couldn't do in the 'downed' state anyway)

Look around - move mouse (commonly used, easy to understand)

Map - TAB (commonly used, easy enough to reach when needed, slightly separated from other extra actions, but still on left side of keyboard like the others)

Pause menu - ESC (commonly used, Unity already knows of this input method)