# Controls

|  |  |
| --- | --- |
| Control Mapping | Ability |
| Left arrow key | Moves character to the left |
| Right arrow key | Moves character to the right |
| Spacebar | Fires projectile |
| 1 | Select option 1 |
| 2 | Select option 2 |
| 3 | Select option 3 |
| P | Pause Game |

# User Interface

## Overview

5 main UI for this game: Main menu, Play! , High score, controls, and pause

Play! And pause would be part of the main game play.

* Play! Would be when the player is playing the game
* Pause would be when the player decides he needs a break

High score, controls and main menu would be outside the gameplay.

* High score would show the highest scores for the current session
* Controls would show the various keys which are needed to play the game
* Main Menu would show the various options the player could select

## Main Menu

## Play!

## High score

## Controls

|  |
| --- |
| CONTROLS |
| Move left: Left arrow key |
| Move right: Right arrow key |
| Shoot: Spacebar |
| Pause: P |
| Select Option 1: 1 |
| Selection Option 2: 2 |
| Selection Option 3: 3 |
| BACK |

## Pause

|  |  |  |
| --- | --- | --- |
|  | | |
|  | PAUSE |  |
|  | 1. Resume |  |
|  | 1. Return to main menu |  |
|  | | |