Link to Github Repo: https://github.com/blackhawkfan/Week15_AssetStore

List of Inputs.

1. Move Button Click or 'M' key
2. Fire Button Click or Space Bar
3. Mouse Click or Right arrow / left arrow or a Movement Card
4. Mouse Click or up arrow / down arrow with Space Bar on weapons list

These should be all the inputs to play the game.

1. This is used when the Move button is enabled, which is when the player has moves remaining. The left-mouse click or 'M' will play the currently selected move card, decrement the moves available and change the status of the player and possibly range to the target. I chose to enable the mouse plus the 'M' key to provide for alternative input on non-mobile devices. I considered dragging the movement card to the move button but felt this might not be intuitive to the player.
2. Fire Button is enabled when the player left-clicks the mouse or presses the 'F' button. This will shoot the currently selected weapons. By default everything within range is selected to fire. Once a player has selected the Fire Button they cannot take any more actions for the current turn.I chose to enable the mouse plus the 'F' key to provide for alternative input on non-mobile devices.
3. Left mouse click on a movement card or the left/right arrow keys will highlight a different card to be selected for movement when the Move button is activated.I considered dragging the movement card to the move button but felt this might not be intuitive to the player.
4. Left-mouse clicking individual weapons on the player's weapons list or using the up/down arrow with the space bar will activate/deactivate weapons. If the weapon is out of range or does not have ammo then it cannot be activated. The list is smaller than the buttons and cards from earlier selections and would be hard to implement precision for mobile screen tapping. This is an input problem for the future and would trade real estate for usability. This is initially designed as a computer game but may be more appropriate for a mobile game. Then the weapons selection process along with the screen layout needs to be reviewed to layout the GUI in a more mobile friendly approach.