**Game Jam**

**Thescent User Controls**

# Revision history

|  |  |  |
| --- | --- | --- |
| ***Date*** | ***Version*** | ***Comment*** |
| Apr. 13, 2020 | 1.0.0.0 | Initial version |
| Apr. 23, 2020 | 1.0.0.3 | Updated controls |

# Keybindings

Keyboard controls can be changed by manipulating the game.cfg file in /assets/config. The values are as defined by glfw3.h header. The following table reflects the default keys bound by game.cfg.

The step sensitivity of the movement controls and the mouse sensitivity can be altered in the same site.

|  |  |  |
| --- | --- | --- |
| ***General*** | | |
| ***Key*** | ***Modifier*** | ***Action*** |
| ESC | - | Exit simulation |
| P | - | Pause / show main menu |

|  |  |  |
| --- | --- | --- |
| ***Player*** | | |
| ***Key*** | ***Modifier*** | ***Action*** |
| W | - | Move forward |
| A | - | Strafe left |
| S | - | Move backward |
| D | - | Strafe right |
| Q | - | Move up |
| E | - | Move down |
| SPACEBAR | - | Halt ship |
| N | - | Toggle special vision to see invisible objects |
| 1 | - | Select Laser Blaster |
| 2 | - | Select WTW Cannon |
| Mouse Scroll Up | - | Zoom-In Target |
| Mouse Scroll Down | - | Zoom-Out Target |
| Mouse Movement | - | Move the Descent’s crosshair |
| Mouse Left Click | - | Shoot with selected weapon |