

The 'example' section is written as if you implement your button as a pull-up resistor, meaning your unpressed-button state is 1 and your pressed-button state is 0. If you implement your button with pull-down resistors, invert the states.

#### WASD / F

- If the button is pressed, the character should be spammed.
- Reasoning: If the character is registered, there is player movement.

Example:

State	1	1	0	0	0	1	1
Output			W	W	W		

#### J

- When you press the button, the character should only register once.
- Reasoning: Every instance of the character 'J' starts the jump mechanism. If it is spammed, then the jump mechanism keeps resetting.

Example:

State	1	1	0	0	1	0	1
Output			J			J	

#### R / T / U

- When you press the button, the character should only register once. After the button is pressed once, it can not be triggered again.
- Reasoning: 'R', 'T', and 'U' control the 2 resets and spawn point set respectively. These hotkeys can only be used once throughout the duration of your run.

Example:

State	1	1	0	0	1	0	1
Output			R				

#### Q / E

- The button should be implemented as a toggle button. When it is pressed once, the character is spammed. When it is pressed a second time, the spamming behavior ends.
- Reasoning: 'Q' and 'E' toggle a rotation. If the character is registered, the rotation will happen.

Example (continues on to the next line):

<b>State</b>	1	1	0	0	1	0	0
<b>Output</b>			Q	Q	Q		

1	1	0	0	0	1	1	0
		Q	Q	Q	Q	Q	