## Assignment 15.3: Input System

**Game Prototype: Starthread**

Here is the list of controls and inputs I would use for my prototype:

**1. Mouse Left Click**

- **Use:** To select and connect stars on the screen.

- **Why:** Mouse click is the most intuitive way to interact with UI and objects in a relaxing, point-and-click game.

- **Other options:** I thought about using the spacebar or arrow keys, but mouse feels more natural for this type of interaction.

**2. Mouse Drag (Hold + Move)**

- **Use:** To draw a line between stars when connecting them.

- **Why:** Dragging gives a more visual and satisfying way to create a "thread" between stars.

- **Other options:** I could have used just click-click between stars, but that's less smooth and satisfying.

**3. Escape (Esc) Key**

- **Use:** To open the pause menu or return to the main menu.

- **Why:** Esc is a common shortcut for canceling or pausing in most games, so players are familiar with it.

- **Other options:** I thought about adding a pause button on the screen, but Esc is faster for keyboard users.