

List of controls and inputs for my prototype:

The goal of my game is to keep things very simple (at least during prototyping). Therefore, I won't need many inputs to play my game.

- Mouse (left click)
 - The mouse's click feature will serve a couple purposes: Navigating through menus (start/pause/combat) and interacting with NPCs/objects in game. Players typically rely heavily on clicking during games and would expect that the mouse would allow for them to do all of the features that the keyboard shortcuts could do. The only thing players won't be able to do in my prototype is move, but that is a feature I'd eventually like to implement.
- WASD keys
 - These will move my character around. I chose this movement system because it is the industry standard and most players will understand it immediately. Also, my game does not require a complex movement system since it is a 2D turn-based game.
- ESC button
 - Shortcut to access menu in-game. ESC is the standard to either pause or pull up menus and I think players would expect that they could access a menu this way instead of just having to click. Also, I think players will access the menu often, so it's important that they can do this quickly.
- Arrow keys
 - Used to navigate throughout menus (ie move up and down within an item list). This approach is very intuitive and self-explanatory. It can be a pain to click through menus at times and most players would expect that they could navigate menus with arrow keys, so I wanted to make sure this quality of life element was included.