Assignment 15.3 Input System

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Turn movement unlock button = space bar // X button

At the start of a player's turn, they initiate the turn by pressing the space bar (or X button) to start the random movement distance selector. This randomization unlocks the player to move the distance that the randomizer determines. The player then uses the following controls to finish their turn. I chose this input because it is not the most used button, however it is a more accessible key or button than some. Players would need to intentionally press this button at certain times.

Player movement = WASD, arrows // gamepad right joystick

The player uses traditional movement controls to move their character around the game area and select the space they'd like to land in. I chose these inputs because they are familiar to most video game players and they are the standard inputs for many games. This will be familiar and easy for new players to try my game.

Player look around/movement direction = mouse movement // gamepad left joystick

In this 3D game space, the player can look around the environment to gain information about the game state, like where the other players are positioned. This input coordinates with the player movement input to help players move in a certain direction. I chose this input because again players are likely familiar with the way this works paired with the player movement inputs, which would help them easily start playing this game.

Collect item = enter key // A button

or Skip item = backspace key // Y button

When the player moves to a space, they can "pick up" a card from that category, or they can skip a selection, perhaps because they already have that category or they are seeking something else. I chose the enter key/A button to collect because it is an easy to access button that typically symbolizes confirmation of the player choice. I chose the backspace or Y key for "skip item" because this represents cancelling or denying a choice. Again this is common in many games and players may be familiar with these ideas.

Build creation = click and drag // A button, then joystick

At the end of the game when all players have collected the required number of collectible cards, they will have a screen with all their collected cards. They can click and drag cards around the play area to build their own creation. I used this input because the "creation" mode will require more fine control over moving pieces around, and users can select and drag modular pieces around as they'd like. This may be more difficult with a controller, but users could select pieces with the joystick, then select a piece with A, then continue moving with a joystick.