Assignment 15.3: Input System

Input List:

- WASD keys
- Space Bar
- Mouse left-click
- Mouse right-click

For this project, my ultimate goal would be to create a mobile game for cellphones. However, in this initial design phase, I will need to work with typical PC controls. This means I will need to control player movement through WASD keys. For this game, the player will continue running in the same place while the environment changes like a moving road. Therefore, the player will truly only require the A and D keys to move left and right along the player position. An input press of the space bar will make the player character jump, which will help the player avoid obstacles on the road like bushes, fences, and broken carriages. Mouse left-clicking will be reserved for selecting the Pause menu and its subsequent menu selections. Right-clicking the mouse during normal play will cause the player character to stop running, dive, and slide. This will allow the player to slide under obstacles like broken arches.