Emma Yorkuire

September 24, 2025

MIT xPro: Professional Certificate in Game Design

Assignment 15.3: Input System

1. WASD Keys

    a. The WASD keys will be used to move the Spider around the *Caught in the Web* game. The player can use these keys to progress through the game.

    b. I chose the WASD keys for the purpose of movement in the game because they serve as a standard method of movement in PC games. I want the mapping of movements to be standard with other games.

    c. I didn't consider other inputs for the movement of the playable character in the game because I thought it would create confusion

2. Space Bar

    a. The space bar can be used to make the Spider jump in the game. The

    b. I chose the Space Bar for this purpose because it is generally used as a trigger for jumping in games. I didn't want to create additional confusion within the game with a different control mapping.

    c. I didn't consider other functionality for this. Although the "W" key likely serves a similar purpose as the Space Bar.

3. Mouse Left-Click

a. The mouse left-click input will be used to activate buttons in the game. For the prototype I made, the left-click on the mouse can be used to select the "X" button to quit the game.

b. I chose the Moust Left-Click for the purpose of selecting the "X" button to quit the game because it is the part of the mouse that is generally used to select an option when using a computer. I wanted to ensure consistency with the usage of controls with my game.

c. I did not consider other inputs for this option.

Some further work I plan to do includes mapping these controls to a gamepad controller so that players can choose whether they want to play with a gamepad or with their keyboard.