

Action	Key	Purpose	Reason of Choice	Alternative Key(s)
Movement	A and D	Move the character left (A) and right (D).	Simple and intuitive for 2D platformers; avoids unnecessary keys like W and S.	None needed; A and D are standard for movement in 2D games.
Jump	Space Bar	Makes the character jump, a core mechanic of the game.	Large, centrally located, and widely used for jumping in video games.	W key, which is located near A and D and commonly used for "up" or "jump" in some 2D and 3D games.
Restart Level	R	Restarts the current level instantly.	Intuitive as R stands for "restart," making it easy to remember.	Pause menu (Esc key), which allows players to manually restart the level from a menu option.
Interaction	F	Interact with the environment, such as reading signs or opening doors.	Commonly used for interaction in many games, familiar to players.	E key, also a standard interaction key in games, providing an alternative for players who prefer it.