

# Laundromat controls plan

I'm keeping the inputs very simple in this game, and there are three different inputs that I think I will need for my prototype.

1. The first is a thumbstick, for movement. The camera of Laundromat is top-down, so a thumbstick will be used for moving the player character around the store. The thumbstick will also be used for manipulating articles of clothing in various ways. When separating clothes, up and down input directions will instruct the player to toss the clothing into a machine or return it to the cart. When the player is folding and ironing, a sequence of directions will need to be inputted to fold the article of clothing properly. For example, a t-shirt would be folded with left, right and up directions in sequence.

A thumbstick could also allow for more interesting, directional inputs like rotating clockwise or counter clockwise to roll up a towel. I was wondering if Unity would be able to detect that sort of input, where the player makes a circle with the thumbstick, and I found this answer on Unity's discussion board:

<https://discussions.unity.com/t/how-to-check-if-player-is-rapidly-rotating-the-joystick/197737>. It looks pretty involved, so rolling towels in Laundromat may not be an MVP feature.

WASD could also be used but it wouldn't work as well for the rolling towel mechanic, or diagonal folds.

2. The second is a button for interacting with game objects. This could be A on an Xbox controller or X on a Dualshock. Being near an interactable object should show a button prompt above the object. The interact button will be used for the cash register, the machines, folding tables and for talking to NPCs. It's possible I might need a B or Cancel button, but for the prototype I think just an interaction button will do.
3. Lastly, the prototype will need an Escape or Menu button, to access the pause menu.