A list of player or game actions and their expected outcome organized per screen:

1. Main Menu:

| Action | Outcome |
| --- | --- |
| Up Arrow Key | Moves up to the next option |
| Down Arrow Key | Moves down to the next option |
| Enter Key | Selects an option |
| New Game | Starts a new game |
| Load game (reloadability - creative component) | Loads the current save |
| Credits | Will pull up a credit page (this button is currently a place holder) |
| Save Game (reloadability - creative component) | saves the current game state (characters that have been recruited) |
| Tutorials | Pulls up a small text tutorial of things to do |

1. Overworld:

| Action | Outcome |
| --- | --- |
| Up Arrow Key | Player moves up to next level |
| Down Arrow Key | Player moves down to next level |
| Left Arrow Key | Player moves left to next level |
| Right Arrow Key | Player moves right to next level |
| Enter Key | Player attack animation and can initiate battle with enemy during attack animation to start a level |
| R Key | Restarts game |
| T Key | Tutorial pops up / closes |
| M Key | Takes user back to the main menu |

1. Cutscenes (creative component 1) :

| Action | Outcome |
| --- | --- |
| N key | Moves the cutscene along |
| Hit space key twice | skips the cutscene |

1. Combat:

| Action | Outcome |
| --- | --- |
| Up Arrow Key | Select the option above (if already at the top of the moves selection screen, loops to the bottom) |
| Down Arrow Key | Select the option below (if already at the bottom of the moves selection screen, loops to the top) |
| Space Key | If on ITEM selection, initiates minigame screen |
| If on ATTACK selection, goes to the next combatant on the attack order (could be player or enemy depending on order) |
| If on REST, the player gains health. |
| S Key | Initiate combat |
| M Key | Initiate/exit minigame screen |
| T Key | Tutorial pops up / closes |
| Attack | Does a basic attack against the enemy |
| Ability | Starts the minigame to deal extra damage |
| Rest | Skips a turn to heal the current member |

1. Rhythm:

| Action | Outcome |
| --- | --- |
| D Key | Hits a note (depending on timing, it will produce cold/hot |
| S Key | Press to start the mini game and exit practice mode |

Additional testing:

* Minigame now has a practice mode
* the AI makes group decisions to attack the player with the lowest health, but will not attack the same player twice (creative component)
* The player's health is now reflected in a health bar (creative component)
* New dynamic health bar, custom enemies and sprites have been added for characters (creative component)
* Saving progress as shown in video (creative component)