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

1. Overworld:

|  |  |
| --- | --- |
| Action | Outcome |
| Up Arrow Key | Player moves up |
| Down Arrow Key | Player moves down |
| Left Arrow Key | Player moves left |
| Right Arrow Key | Player moves right |
| A Key | Player attack animation and can initiate battle with enemy during attack animation |
| R Key | Restarts game |
| T Key | Tutorial pops up / closes |

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 |

1. Rhythm:

|  |  |
| --- | --- |
| Action | Outcome |
| D Key | Hits a note (depending on timing, it will produce cold/hot |

Additional testing:

* The overworld is now bounded (cannot fall off the table)
* Mesh collisions