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 |
| Start Game | Starts a new game |
| Load game (reloadability - creative component) | Loads the current save |
| 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 |
| --- | --- |
| 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 for a level |
| T Key | Tutorial pops up / closes |
| M Key | Takes user back to the main menu |

1. Cutscenes :

| Action | Outcome |
| --- | --- |
| Shift (right or left) | 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) |
| Enter Key | If on MAGIC 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. |
| T Key | Tutorial pops up / closes |
| Attack | Does a basic attack against the enemy |
| Magic | Starts the minigame to deal extra damage |
| Rest | Skips a turn to heal the current member |

1. Rhythm:

| Action |  | Outcome |
| --- | --- | --- |
| S Key |  | Press to start the mini game and exit practice mode |
| Cool it | D key | Hits a note (depending on timing, it will produce cold/hot |
| Pour it | D key and A key | D key to pour, A key to end the game |
| Milk it | Left and Right arrows | move the cursor with left and right, Enter to make a selection |

Additional testing:

* Cutscenes are now fully implemented for each level
* There is a starting cutscene
* The player now moves dynamically with curves on the overworld (creative component)
* Advanced graphics including notifications for when you miss, level-up with text, and physics-based particle system (sparkles) for misses and level-ups (creative component)
* The game now has an ending cutscene that will route the user to the main menu once completed