GAME CONTROLS  
 **UI**-Health (linksboven)  
-Weapon hotkeys (linksboven onder health)  
-hotkeys for Inventory tabs ( I M P J) (rechtsonderin)  
-Popup text(item added etc.) ( rechtsbovenin)

**Player controls**   
-Walking: WASD or Arrow keys  
-Space : Jump  
-Shift(hold) : Run  
-LMB : Attack  
-RMB: Interaction   
-Scrollwheel : Switching weapons  
-1 t/m 5 Switch weapons (prefixed slots)  
- "I" for opening inventory  
- "M" for opening map  
- "J " for journal / quests  
- "P " for player stats  
- "Esc" for menu (open & close)

**MENUS (all menus pause the game)**  
-Pause menu   
 -Resume button  
 -Exit game (to main menu)

-Player menu  
 -Player stats ( P )  
 -Player model  
 -health/ damage  
 -Weapon + upgrades  
 -written stats: (percentages, quests 1/1)  
 -Quest tab(current quests) (J)  
 -active  
 -Completed  
 -Inventory tab(current inventory)(I)   
 -Inventory slots  
 -Map (M)  
 - Arrow buttons for switching between tabs  
  
**SAVE POINT MENU**

-Save button-Buttons for fast travel

**CONVERSATION "MENU"**

-Speech bubble, text, character name  
-Next button  
-Quest buttons

**MAIN MENU**

-New game

-Load game( spawn at last save point)

-Exit game

**CREDITS**-classic scroll credits