W/A/S/D or Left stick - Up/Left/Down/Right
- This input would be used for the player's horizontal movement.
- I chose this input as it is the design standard for essentially every real-time 3D game, but especially first-person ones.

Mouse Movement or Right Stick - Camera Controls
- This input would be used to move the camera around.
- I chose this for the same reasons as above: it is the design standard and doing anything else would create unnecessary stress on the player.

Space or South Face Button - Jump
- This input would be used for the player's vertical movement.
- I chose this input because it is the standard and expected input for jumping.

Shift or Left Stick Press - Sprint
- This input would be used to make the player move more quickly in order to outrun the monster.
- I chose this input because it is the standard.

Control or East Face Button - Crouch
- This input would allow the player to crouch down and hide under objects.
- These are both pretty much the standard, so I am going to go with them for this project. I plan to add keybinding, so I expect this and the shift buttons to be the most remapped.

Left Click or West Face Button - Interact
- This input will be used to pick up/drop objects, interact with minigames, and interact with the cat.
- These both feel like the most intuitive options for the primary thing that players will be doing in the game. Left click is obvious, and the west face button feels like it is often used to interact with objects across most games that I've played.
-
Escape or Start/Options Button - Pause
- This will be used by the player to pause and unpause the game.
- This is another universal design standard, and I think it's the best option for this game as well.