Dust Bunny Digital Game

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Arrow Keys

I would utilize the Arrow Keys for the Dust Bunny character to move through the maze and find the fluffs to gather for their new dust friends.

I chose the arrow keys because they are an obvious link to moving in the four main directions in a standard maze structure.

I could utilize the WASD keys, also, but I don't comfortably use those and never have been able to get the hang of them, so I don't want to develop to those as the main movement function.

I could also use mouse-drag, but for ease of use and development for a first game, Arrow Keys make more sense.

Esc button

I like the Esc button to pause the game and return to the menu screen immediately. It is a function that many people are used to in multiple games, and it is quite simple and intuitive because of that.

I think you could have an escape or pause button in the game itself that you have to click on with the mouse, but I don't want to have to switch from arrow keys to mouse movement in the main screen. Additionally, the space bar is another pause option that people are familiar with, but I want something that is a pause/escape without a simple pause – I don't want in the puzzle screen or the maze screen for people to be able to look at the frozen screen and reason it out without time passing.

Mouse left-click

I need the mouse left-click for a few things:

- On Menu / Home page: select which screen to return to

- o Using for clear ease of selection and because if you aren't "in queue" to go back to the puzzle page, I don't want to even be able to highlight it for selection
- o Another option here would be possibly utilize arrow keys to select the keys and then the Enter key, but I prefer the ease of mouse clicking and again, don't want the option to toggle between the options in some situations
- On the Maze screen to select the "fluff" and thus add it to the "Fluff Meter"
  - o I am using this because I want to have the clear action of having to select the fluff/dust. I also considered just "walking over" it to collect it without an actual input / control action beyond arrow movement, but I want it to be a clear action.
- And on the puzzle page to grab and drag pieces of fluff that you will place together to complete the puzzle
  - o Grab and drag from the pile on the left to the solution spot on the right is the best option for piecing a puzzle together and having to find the right spot for things to fit together. Another option would be possibly arrow keys, but that doesn't provide as much smooth action as grab and drag and can be harder to maneuver.