

The list of controls needed for this prototype are fairly simple, given that I consider it only a movement prototype. But there are some obvious inputs to use in a subsequent prototype, so I'll include them anyway.

- \* WASD

Controlling the movement of the player's character, a jet fighter. I chose these because WASD control is standard for movement in PC games. I suppose in the future, I could also allow controller input.

- \* Space bar

The movement prototype doesn't require it, but I'd use the space bar for the player to shoot. The player's ship will shoot a bullet or laser or similar. I considered also Q, as it is sometimes used for this purpose.

- \* Enter

It's again outside the scope of this prototype, as I imagine it. However, enter can trigger some special action, such as shooting a missile, or using a special ability. I considered also Z or X, because these are used as secondary fire in some games.

A commit integrating the input system, and starting these controls, is available at:

<https://github.com/kdreibel/aquatron1/commit/fcc6288f591fbb5c24d4d38823242b8f15536036>