Input System for monster-catching survival game:

Key	Function	Explanation
WASD	Move forward, left, backward, and right	Using WASD for movement is pretty standard for most games so I decided to leave it as is to make the controls intuitive. I also made left-clicking an option for movement just to make it a bit more accessible.
Q/E	Turn camera 45° counterclockwise/clockwise	Since most players will use WASD for movement, I figured it would be convenient to have the keys to rotate the camera nearby.
M	Open Map	Using M for opening the Map is also pretty standard in a lot of games so I decided it would be a good input to make the controls intuitive.
F	Attack	This is a key that will likely be remapped to fit player preference but I decided to start with F because I played a game in a similar genre where F was the Attack key so it made sense to me. I also thought Left click but figured that input was already overloaded.
Mouse Left Click	Click to move, select/drag items from inventory, target enemy	Using Left click to interact with items and target enemies is pretty standard in most games so it felt like a logical decision to include them here. I also included the option to click to move to make it more accessible.
Mouse Right Click	Examine item	Since the left click is selecting items, it felt reasonable to make right click examine/show more details since that's usually its function on computers and in games.

Mouse Wheel	Zoom in/out	Again, typical input for this function in most games and makes it intuitive for most users.
Space	Interact with environment	Since interacting with objects will be a key component in the game, the input needed to be somewhere easy to reach and intuitive so space was a good fit. Left click also shares a similar functionality for accessibility reasons.
0-9	Hotkeys for 9 Abilities	The 0-9 keys felt like a logical choice for using companion abilities since a lot of MMOs use this input scheme for character abilities.
Tab	Companion View	Tab is usually an input used to show additional information in games so using it as a button to access a dedicated Companion view seemed logical.
Esc	Pause menu	Lastly, Esc is often used as a pause or menu button so it seemed like a reasonable choice. Another option I considered was P but I figured that may be confused for "Party" so I decided on Esc.