LegendOfZeldaDungeon Controls:

Function	Key(s)
Quit Game	Q
Move Link	W, A, S, D, Arrow Keys
A-Button Action (Use Sword)	Z, N
Damage Link	E
Use Bow	1, NumPad 1
Use Silver Bow	2, NumPad 2
Use Boomerang	3, NumPad 3
Use Magical Boomerang	4, NumPad 4
Use Bomb	5, NumPad 5
Use Blue Candle	6, NumPad 6
Pick Up Blue Ring (Permanent until reset)	7, NumPad 7
Reset Game	R
Previous Room	V, Left Click
Next Room	B, Right Click

Known bugs:
- Cycling rooms using the hotkeys can result in Link being pushed off-screen (not fixed because this will no longer be an issue when we move onto Sprint 4 since the room-cycling feature will be obsolete).
- Picking up an item causes Link's movement to become off-center/out-of-sync with the room's format and makes it difficult/impossible to walk between objects—requires pushing him up against an object or a wall to get him re-centered.
- Boomerang spawns inside of Link when shot down or to the right, which causes it to collide with him and disappear immediately before it's actually been "thrown."

Details of tools/processes we used that aren't explicitly required:
- **(Sprint 3)** Movement between rooms in order using the doors has been implemented.
- (Sprint 2) Created custom texture atlases for Link, the items he uses, and the projectiles/effects he produces from using those items (swords, bombs, arrows). Used Paint, GIMP, and Procreate (iPad app) for image-editing software.

Other Notes:
- Movable blocks have been implemented, but their movement isn't restricted yet; they can be pushed anywhere, including in a way that will block Link from accessing the staircase block in one of the later rooms (but of course this can be fixed by using the key to reset the rooms).