<u>LegendOfZeldaDungeon Controls</u>:

Function	Key(s)
Quit Game	Q
Move Link	W, A, S, D, Arrow Keys
A-Button Action (Use Sword)	Z, N
B-Button Action (Held Item)	X, M
Damage Link	E
Pause	P
Select item on Pause Menu	Enter
Navigate Pause Menu	W, A, S, D, Arrow Keys
Reset Game	R
Move Room Up	I
Move Room Down	K
Move Room Left	J
Move Room Right	L

Known bugs:
- After Link has used all of the keys he's collected it still appears in the HUD that he has one, but he still can't open locked doors (i.e. just a HUD bug, not an inventory bug)
- Cursor on the pause screen/inventory select screen moves pretty fast; it's a bit difficult to select items in the middle

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:
- None