

WASD - movement & jump

J or LMB - attack

B - bag menu/pause menu

WASD is used for controlling the player in-game: moving, dodging, and jumping. WASD is a common player movement scheme that covers the necessary inputs and is familiar to players. J or LMB is used for the player's attacks. J or LMB is used so the player's right hand can control the other player's action. B is used to open the bag menu and equip or unequip power-ups. I chose B because it stands for bag, and it doesn't get in the way of pressing other inputs.