

Assignment 15.3: Input System

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Input #1: WASD Keys

In my game prototype, the WASD keys will be used for player movement. Using Unity's input system, I can assign each key to a directional value that, when controlling player movement, allows my input system to be that's efficient as possible. I chose this input for movement because it is very common among many games, so that when players sit down for the first time, they will already have some familiarity with the controls. A controller could also be used for the game, in which case this input would then translate to the left analog stick.

Input #1: Left Shift Key

The left shift key input will be used for the player's sprint action. When pressed down the the player's movement speed will increase for a short duration based on how much stamina the player has at the time. Similarly, I chose this input because many other games also use the left shift for sprint or some similar actions. If I were to map this input to a controller, I would replace the left shift key with the left trigger button.

Input #1: Spacebar

The space bar input will be used for the player's jump. When pressed, the player will jump a set distance depending on how much treasure they are carrying at the time. I chose this input because many other games also use the spacebar for jumping or similar actions. If I were to map this input to a controller, I would replace the left shift key with the bottom face button.

Input #1: Left Mouse Button

The Left Mouse button input will be used to drop treasure. The player must drop treasure to increase their movement speed and jumping distance. If I were to map this input to a controller, I would replace the left shift key with the left face button.