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| **Elements Description Form**  **ID : 1**  **Name : Keyboard Key**  **Description : The character’s movement in the game depends on the keyboard keys.** | |
| **Elements Characteristics** | |
| **Length: 4**  **Input format: 10(5)**  **Output format: 10(5)**  **Default Value:**  **🞎** Continuous 🗹 Discrete | 🗹 Discrete  **🞎** Alphanumeric  **🞎** Date  **🞎** Numeric  🗹 Base or **🞎** Derived |
| **Validation Criteria** | |
| **Continuous**  **Upper Limit: <10**  **Lower Limit: <20** | **Discrete**  **Value Meaning**  **Char Alphabetic** |
| **Comments:**  **Keys will serve as instruction to the characters actions in the game.** | |