Controller Settings.

I am going to write a brief document to properly think out how I want to implement the controls based on the various scenarios I would like to have this game to have.

This will be the first time I am going to be diving this extensively into the Unity Input Manager, and there might be a Prefab somewhere on the asset store that will make this much easier, but I’d like to document everything before I start looking.

# Import Keys

## For the runner

* Movement (forward, backward, left and right)
* Rotation (so they can look around)
* Jumping
* Sprinting
* Flashlight

## For the “God”

* Movement (forward, backward, left and right)
* Rotation
* The ability to increase/decrease elevation
* Sprinting
* The ability to trigger blocks (raycast)
* **Maybe a zoom?** – I’m not sure on this one.

# Scenarios

## Scenario 1 – Single player

There should be two options for the player in this instance. A keyboard/mouse combination or the ability to use a Controller.

## Scenario 2 – Split screen

There should be two options for this, one player using a keyboard/mouse while the other is using a controller or both of them using controllers.

## Scenario 3 – Remote play

Same as player one.

# Other Considerations

* Should the players be able to redefine buttons?
  + Yes, but not in the initial release. It is not a high priority.

# What are the areas that I am going to have to change?

This is high level thinking right here from my brief playing around with it.

* **The Input Manager** – I am going to have to set up all of the inputs to reflect this.
  + This might be worth investigating a custom XML reader.
    - The thought here is that I would write out the XML, have a script that reads it and loads it into the input manager at run time. This would allow me to quickly make changes much more quickly than through the Unity Editor.
* **The FirstPersonController**
  + This is a Unity Prefab that uses hard coded names for the axes and buttons. I am going to have to find all of those references, break them and insure that I don’t break anything else downstream.
* **The MouseLook**
  + The mouse look is what is currently used to control the rotations for both player controllers.
* **An Options menu where the players can select their controller preferences.**

# Plan of Attack

Let’s see how hard it would be to implement that XML reader.