

# Assignment 15.3: Input System

For this assignment, I am looking at possible controls and inputs for my Capstone Game about bringing objects to a King who could help you defeat a Dragon/Beast

## Controls

- Walking
- Jumping
- Interacting
- Talking
- Pause menu
- Satchel

## Inputs for Controls

### Walking

W A S D or Arrow Keys would be my picks for this. WASD is the standard but arrow keys appeal to some and I want to accommodate that

### Jumping

Space Bar is the obvious choice for jumping because it has been for years. Even people who barely play games know this. There's no other alternative in my mind

### Interacting

I want to have this be the C button, because the positioning relative to either WASD or Arrow Keys is comfortable and natural. I am considering having this be a left click thing with a cursor based menu as an alternative

### Talking

Now, I'm not sure if talking is going to be just another form of interaction or if there's going to be alternative forms of interaction so, to be safe, I'm having an alternate option for talking and the button for this will be Z. I was looking at M as an alternative but it was a bit annoying with arrow

keys so I nixed that. I am considering having this be a left click thing with a cursor based menu as an alternative.

## Pause Menu

This would be the escape button, it always has been. There is no alternative.

## Satchel

The Q button is the obvious choice for me because of positioning. I was considering Tab but I think I want to stick to letter keys as much as I can.