World of Tetris: Fragments of the Sleepless Realm

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Input Systems & Control Schemes

26. Input Philosophy

Input systems in World of Tetris are designed for accessibility, responsiveness, and flexibility. Multiple control schemes are supported to accommodate different player preferences and platforms.

26.1 Keyboard Controls

Action	Keys
Move Left / Right	Arrow Left / Arrow Right or A / D
Soft Drop	Arrow Down or S
Hard Drop	Space
Rotate	Arrow Up or W
Hold Piece	Shift or Ctrl
Skills	1 / 2 / 3 / 4
Pause	P or Esc

26.2 Gamepad Support

Gamepad input mirrors keyboard actions, allowing full gameplay without a keyboard. Button mapping is customizable and adheres to platform conventions.

26.3 Mobile & Touch Controls

On mobile devices, touch zones and gestures replace physical buttons. Controls include swipe gestures for movement, tap for rotation, and hold for hard drop.

26.4 Input Customization

Players can remap controls and choose preferred input schemes from the settings menu. Custom mappings are saved per account.

Educational Notes

This input system demonstrates cross-platform design, redundancy for accessibility, and clean abstraction of player intent from hardware input.