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**Random Generator**

single player game

desktop computer

touch surface gestures

**Create for a on a**

**Actions**

1. Move (Left, Right, Forward, Backward)
2. Jump
3. Tuck/Roll
4. Lay Down/Crawl
5. Attack
6. Pause
7. Open Menu
8. Open Map

**Brainstorming**

1. Desktop computer with a connected hardware/software for a touchpad that translates user gestures using touch motions.
2. Areas of the touchpad are designated for sets of motions (i.e. section of touchpad dictates character movement)
3. Swiping one finger in any direction moves character.
4. Tapping once in the center of touchpad is for jumping, double tapping is for tucking and rolling.
5. A swipe down, using two fingers, crouches character. Swiping down twice commands character to lay on ground. When moving while laying down, the character crawls.
6. Swiping with two fingers is for attacking using a sword, similar to slicing motion.
7. A hand, palm down on the touchpad, pauses the game.
8. Pinching out opens the game menu while pinching in opens the game map.

**Gestures**

1. Move (Left, Right, Forward, Backward): Swipe in any direction using one finger
2. Jump: Tap center of touchpad once
3. Tuck/Roll: Tap center of touchpad twice
4. Lay Down/Crawl: Swipe down once with two fingers to crouch, swipe down twice with two fingers to lay down, crawl by moving normally while laying down.
5. Attack: Wield sword using two fingers to swipe sword and attack.
6. Pause: Pause game by touching pad with hand palm down.
7. Open Menu: Pinch out
8. Open Map: Pinch In