

1. WASD: Movement Controls

The WASD keys serve as the primary method for maneuvering the 3D main characters across the game map in four distinct directions. Leveraging WASD for movement is a deliberate choice owing to its widespread familiarity among players, as it represents one of the most common combinations of keys used for movement in gaming.

2. QE: Item/Weapon Switching

The keys Q and E facilitate seamless switching between items and weapons, a crucial aspect of gameplay alongside regular attacks. Placing this functionality on Q and E is strategic, as they are conveniently located adjacent to the WASD keys, allowing for intuitive access and interpretation as switch commands due to their close proximity to the W key.

3. F: Item/Weapon Use

Activation of specific items or weapons is achieved by pressing the F key. Positioned adjacent to the D key, this placement ensures quick and efficient access for players when they need to utilize these items or weapons during gameplay.

4. Mouse Left-click: Attack

The left mouse button is designated for executing attacks, the fundamental action in the game's combat mechanics. Given the centrality of combat to the gameplay experience, assigning the most common input—left-click—to attack commands ensures intuitive and natural engagement for players.

5. Mouse Right-click: Dodge

Conversely, the right mouse button enables players to execute evasive maneuvers, such as dodging enemy attacks. Positioned conveniently beside the left-click button, this arrangement facilitates easy access and recall for players, enhancing the fluidity and responsiveness of combat interactions.