

Eco-House: Controls & Inputs

<https://github.com/smonz08/Capstone/blob/79ae7d46ee49a51f245777a902f65cf1ba9ee712/Assignment%2015.3%20Input%20System.pdf>

<https://github.com/smonz08/Capstone.git> - Assignment 15.3 Input Systems

PC Version

- **WASD Keys** – These will be used for player movement around the level map of the house. This will make it easy for players to navigate the map while also having their right hand free for mouse clicks, which will be needed in the game.
- **Space Bar** – The space bar will be used for pausing the game. This is a fast-paced game so it will be helpful to have a quick pause button rather than having to navigate to the settings menu using the mouse in order to pause.
- **Mouse Left-Click** – The left-click on the mouse will be used to interact with the various components in the level map. This could be turning lights off/on, turning off faucets, opening/closing doors, or grabbing items to carry to the trash. The left-click will be used frequently during game play so players can navigate the map with WASD keys and then use their right hand for clicking and interacting with items.
- **Mouse Right-Click** – The right-click on the mouse will be used to check the status of items without directly interacting with them. For example, it could show what an item is or how long the lights / water have been on for. This will allow players to better prioritize their tasks in the game without accidentally using the left-click and interacting with items.