

I would need 17 inputs to implement my game concept.

For the “W” key, I would use it to make the character look up, climb up ladders, or cast a version of a spell that requires an upward component. I chose “W” for this reason because the WASD keys are the standard for player character movement on the keyboard. I also considered the UP-ARROW key for this purpose.

For the “A” key, I would use it to make the character move left or to cast a version of a spell that requires a leftward component. I chose “A” for this reason because the WASD keys are the standard for player character movement on the keyboard. I also considered the LEFT-ARROW key for this purpose.

For the “S” key, I would use it to make the character look down, climb down ladders, or cast a version of a spell that requires a downward component. I chose “S” for this reason because the WASD keys are the standard for player character movement on the keyboard. I also considered the DOWN-ARROW key for this purpose.

For the “D” key, I would use it to make the character move right or to cast a version of a spell that requires a rightward component. I chose “D” for this reason because the WASD keys are the standard for player character movement on the keyboard. I also considered the right-arrow key for this purpose.

For the “SPACE” key, I would use it to make the character jump. I chose “SPACE” for this reason because the “SPACE” key is the standard for player characters jumping on the keyboard.

For the “F” key, I would use it to allow the player to interact with characters or objects. I chose “F” for this reason because the “F” key is close to where the player’s left index finger lays, which is on the “D” key, and would be easy for the player to reach quickly. I also considered making this functionality a part of the “W” key’s functionality but decided against it.

For the mouse left-click button or “Mouse 1,” I would use it to allow the player to cast the spell from the current school of magic they have selected. I chose “Mouse 1” for this reason because “Mouse 1” is on the mouse, which is what the player will be aiming their spell with.

For the mouse right-click button or “Mouse 2,” I would use it to allow the player to cycle through their three currently equipped schools of magic. I chose “Mouse 2” for this reason because it would be easy for the player to right-click in between left-clicks to cast spells. I also considered the mouse scroll wheel for this purpose, which I think would also be a good option to have in addition to “Mouse 2.”

For the mouse scroll wheel, I would use it to allow the player to cycle back and forth through their three currently equipped schools of magic. I chose the mouse scroll wheel for this reason because it would be easy for the player to quickly scroll to their desired school of magic. I also considered the mouse right-click button or “Mouse 2,” for this purpose, which I think would also be a good option to have in addition to the mouse scroll wheel.

For the “Q” key, I would use it to allow the player to cycle left through their currently equipped consumables. I chose “Q” for this reason because the “Q” key is easy for the player to reach quickly from the WASD position.

For the “E” key, I would use it to allow the player to cycle right through their currently equipped consumables. I chose “E” for this reason because the “E” key is easy for the player to reach quickly from the WASD position.

For the “C” key, I would use it to allow the player to use their currently selected consumable. I chose “C” for this reason because the “C” key is easy for the player to reach quickly with their thumb from the WASD key position.

For the “SHIFT” key, I would use it to allow the player to dash in the direction they are facing. I chose “SHIFT” for this reason because the “SHIFT” key is easy for the player to reach quickly with their pinky finger from the WASD position.

For the “TAB” key, I would use it to allow the player to quickly open their map. I chose “TAB” for this reason because the “TAB” key is easy for the player to reach quickly with their ring finger from the WASD position. I also considered the “M” key for this purpose.

For the “I” key, I would use it to allow the player to quickly open their inventory. I chose “I” for this reason because the “I” key is commonly used to open a player’s inventory. I also considered the “R” key for this purpose because it is closer to the WASD position.

For the “V” key, I would use it to allow the player to quickly open their magic menu. I chose “V” for this reason because the “V” key is easy for the player to reach quickly with their thumb from the WASD key position.

Lastly, for the “ESC” key, I would use it to allow the player to open the menu where they can access their inventory, map, magic, and settings. I chose “ESC” for this reason because the “ESC” key is commonly used to open the menu.