

Assignment 15.3

Movement:

W: Move Up
A: Move Left
S: Move Down
D: Move Right

I chose the standard WASD controls for movement

Shift: Dash/Roll

I feel that this is a common binding that players will naturally associate with running/dashing

Actions:

E: Action button

This button is commonly used as an action button for doors and chests

Left Click Mouse: Primary attack/Select

I think this is a common binding and it is very easy to use repeatedly

Right Click Mouse: Secondary Attack

Is a natural fit considering what left click does

Hover (Mouse): Inspect an object

The mouse is the most mobile way to interface with the game. This binding will allow players to look at objects in their FOV easily.

Q: Activate healing slot

Would be closely on hand during combat and would give players the option to heal without entering the inventory.

Abilities/Dialogue:

- 1: Ability 1/Dialogue option 1
- 2: Ability 2/Dialogue option 2
- 3: Ability 3/Dialogue option 3

4. Ability 4/Dialogue option 4
5. Ability 5/Dialogue option 5

These bindings would present the player with quick access to their skills and dialogue choices without changing their hand position.

Menu Buttons:

ECS: Pull up pause menu/Exit pause menu/Exit Journal menu

J: Pull up the Quests section of the journal menu

I: Pull up the Inventory section of the journal menu

K: Pull up the Character section of the journal menu

U: Pull up the Skills section of the journal menu

L: Pull up the Crafting section of the journal menu

O: Pull up the Options section of the journal menu

Each binding will let players immediately hotkey to the menu they want to access, shortening the time needed to complete their intended action.