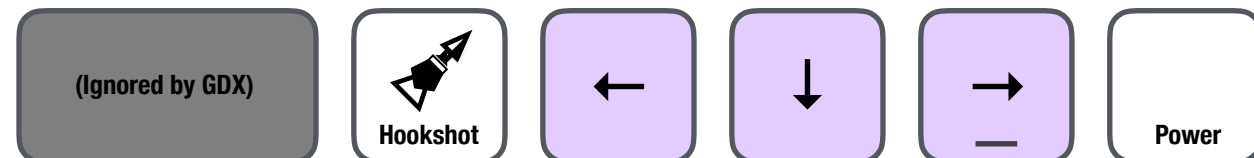


Controls for keyboard



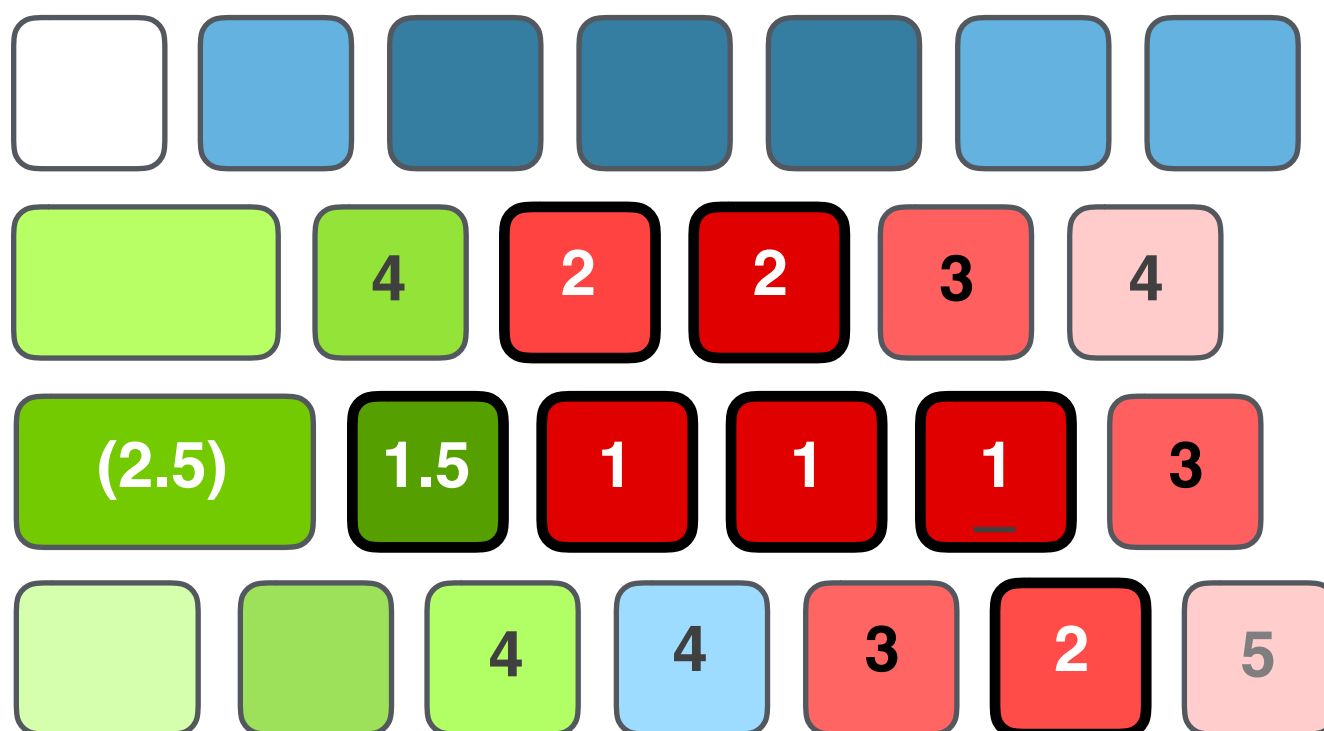
Close/Negative key: combine with Game Menu?

- We are using ESDF to give player more modifier keys to utilise.



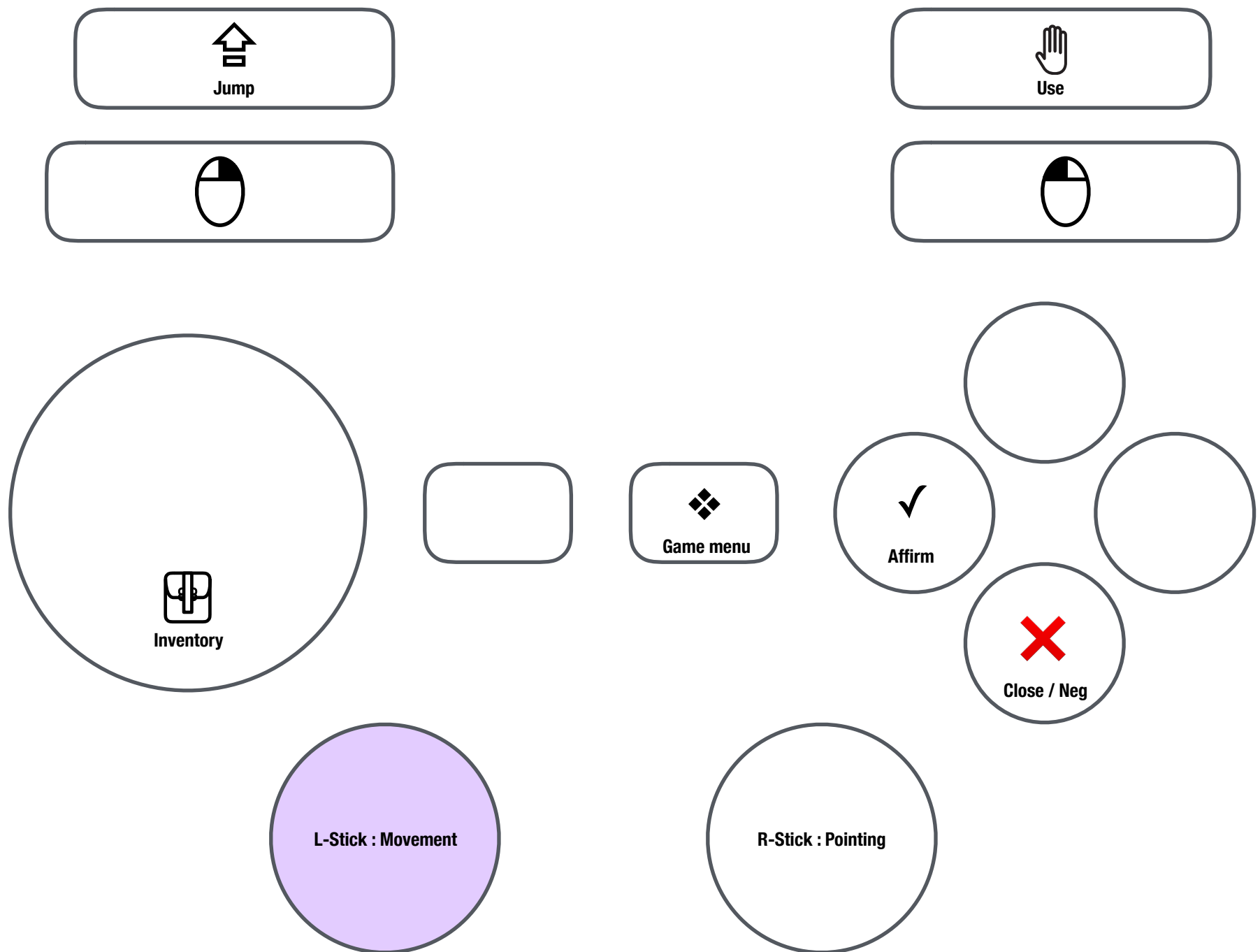
- Pie menu: same key position regardless of keyboard; it can also be triggered with *Backspace* (Colemak mod), *Control* (HHKB) and *Command* (HHKB-ish Mac)





Accessibility



- Red: On-control
- Green: Simultaneous with control
- Blue: Off-control
- Grey: Do not use
- Lighter shade means lower accessibility
- Highlighted keys are the most accessible keys according to Workman
- Accessibility data by Workman, <http://www.workmanlayout.com/blog/>

Controls for gamepad



-  + **R-Stick** brings up the Pie Menu, a Quick-bar selector.
Point **R-Stick** to select, release  to confirm.
-  +  launches hookshot.