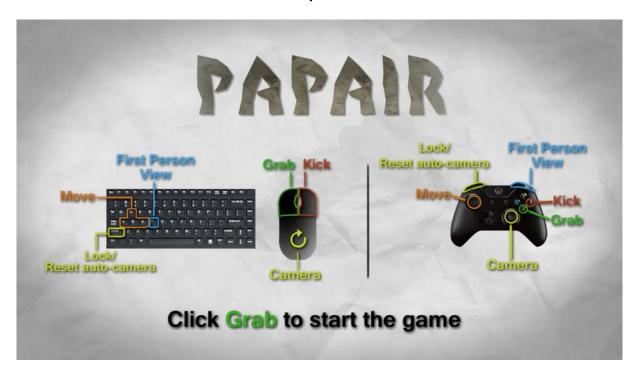# Introduction to Papair Game Controls

Papair is a single player game.
It can be played with keyboard and mouse or controller, even though we recommend using a controller for best experience.
In the game the player has to solve small puzzles to proceed with the story and the game.

Interacting with the game world

The player has three options to interact with the game world:

1. Grab item
2. Place down item
3. Kick

It is important for the player to use all three possibilities of interaction to complete the game.

Camera modes

Three different camera modes are implemented in the game. The player can either use the **automatic game camera**, which will follow the player self-controlled or use the **free camera** mode to move the camera independently. To go back from the free camera mode to the automatic, press shift on the keyboard or the left shoulder button on the gamepad.

We also implemented a **first person view**. Press F on the keyboard or the right shoulder button on the controller.

<u>Keyboard and Mouse</u>

Left Mouse button: Grab item and place down item

Right Mouse button: Kick

WASD: Move

Shift: Set camera control to automatic

Mouse movement: Free camera control

F: First person view

<u>Controller</u>

Left stick: Move

Right stick: Free camera control

A: Grab

B: Kick

LB: Set camera control to automatic

RB: First person view

If a different controller type is used, the buttons for the controls may be different.