

# Minimap

Input

Gameplay

|   | 1                                 | 2                                   | 3                                   | 4                                  | 5                           | 6                          | 7                              |
|---|-----------------------------------|-------------------------------------|-------------------------------------|------------------------------------|-----------------------------|----------------------------|--------------------------------|
|   | Input Devices                     | Action Mapping                      | Input Interactions                  | Analog Sensitivity                 | Information                 | Assistance                 | Simplification                 |
| 1 | Introduction to Input Devices     | Introduction to Action Mapping      | Introduction to Input Interactions  | Introduction to Analog Sensitivity | Introduction to Information | Introduction to Assistance | Introduction to Simplification |
| 2 | Supporting Multiple Input Devices | Remapping                           | Configuring Interactions            | Inner Deadzone                     | Action Information          | Player Strength            | Alternative Actions            |
| 3 | Simultaneous Input                | Input Stacking                      | Continuous Holds                    | Outer Threshold                    | Game Information            | Game Difficulty            | Automatic Digital Actions      |
| 4 | Blocking Input Devices            | Simultaneous Inputs                 | Set Duration Holds                  | Response Curves                    | Feedback                    | Timing Elements            | Automatic Analog Actions       |
| 5 | Input Methods                     | Interchanging Analog with Digital   | Repeated Presses                    | Action Values                      | Settings Information        | Analog Action Assists      | Action Predictions             |
| 6 |                                   | Input Methods                       | Input Methods                       | Individual Axes and Directions     | Testing Configurations      |                            |                                |
| 7 |                                   | Contextual Mapping                  | Contextual Interactions             | Input Methods                      |                             |                            |                                |
| 8 |                                   | Reducing the Total Number of Inputs | Reducing the Total Number of Inputs | Contextual Analog Settings         |                             |                            |                                |