

# Controls (And Other Scripts)

Controls are designed with two Xbox controllers in mind.

## Common Controls:

- Menu - **Start Button**
  - Restart Level
  - Level Select
  - Quit Game
- Walk - **Left Thumb Stick**
- Swap Characters - **Back Button** (primarily for being able to test the build solo)

## Chucky Controls:

- Kick - **A Button**
- Suck up object with trunk - **Hold B Button** (while not currently holding an object)
- Aim Trunk - **Left Thumb Stick** (while holding B Button)
- Chuck Object - **Release B Button** (while holding Left Thumb Stick to aim)

## Dexter Controls:

- Jump - **A Button**
- Interact (press button, pick up key, use key, shake coconut from tree) - **B Button**
- Climb Ladders / Monkey Bars - **Left Thumb Stick**

Co-Op Camera (keeps both characters framed on screen)

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