

Game Mechanics:

Loadout/Overworld/Combat

Hey, here's a list of literally every game mechanic (or game design feature) listed so far:

1) Pressing WASD or the arrow keys to move around

2) Pressing R or F to rotate between active characters

2.X) Pressing Shift+R or Shift+F to rotate between active characters twice in a row (within 1 cooldown) [this won't come up until there are 4 birds in the party at once]

3) Understanding health, and how health is regenerated

4) Pressing 1 or 2 to perform active actions

4.1)

Pressing T to activate Ultimates

[this is, in likelihood, the last of the key inputs?]

Pressing

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