Spider man analysis and mapping proposals

Platforms: PS4/5 & PC
Control aims: Only essential controls for the first mission. Many of these controls are actually not essential but the game's first mission and tutorial prevents you from continuing in the mission unless you press the associated buttons. Those controls have been made very clear.

The following are details of the gestures and motion non-gesture controls that would need to be implemented:

Decisions on controls have been made based on data found from playing through the first level of the game (Taha on ps4).

Gestures

Gesture name	Gesture control PS4/ PS5	Gesture control PC	Context	Suggested gesture (provisional)
Thwip swing	Hold R2 then X	L shift then space bar	In air	Thwip hand motion
Web shots*	R1 x 6	E x 6	Combat	Both hands thwip
Air launch	Hold square	Hold Left click	Combat	Uppercut
Swing object	R1 + L1	Q	Proximity to throwable object	Swing arm in a circle above head

Zipline to point**	R2 + L2	X?	On ground/ in air (view of ledge)	Hands out wide pulling in
(Air) Yank	Hold Triangle (after hold square)	Hold F	Combat	Hand motion down

Normal controls

Action name	control PS4/ PS5	control PC	Context	Suggested button position
Jump	X	Space bar	On ground	Top left
Zipline	X	Space bar	In air	Top left
Attack	Square	Left Click	Combat	Mid right

Web Attack ***	Triangle	F	Combat	Mid left
Leave vent	Triangle	F	Stealth	Mid left
Interact	Triangle	F	On ground	Mid left
Dodge ***	Circle	Double tap WASD	Combat	Top right
Heal	Down arrow	1	All	Bottom Left

Scan environment	R3	V	All	Bottom right

Pseudo actions

Action name	Control PS4/ PS5	Control PC	Context	Gesture
Move	Left stick	WASD	All	Walking on the spot/ rolling hands (disabled)
Look around	Right stick	Mouse	All	Unknown

This list of controls is not an exhaustive list of all controls in the game but is a list of all the required controls to complete the first level. All extra controls could possibly be implemented into the speech commands

* - Much more effective to have 6 web shots in quick succession as almost always all web shots are required to be somewhat useful in combat

** - One quick time action in the first mission, may be very hard to time correctly.

*** - Each have own quick time action, will be less difficult to time.