**Keyboard Control:**

Another option for allowing the user to control your game is to use the keyboard as the controller. It is very common in games that require movement to use the arrow keys, or to use keys on the keyboard as shortcuts for various actions. You can determine what key the user presses on the keyboard by running the following lines of code:

h = figure(1);

waitforbuttonpress;

k = get(h,'CurrentKey');

In this set of code, the first line gets the handle for the figure and ensures that the figure is the current active window. The next line then forces the program to pause until the user presses a button on the keyboard. Once a button is pressed, the program will proceed to the third and final line, where value of the key pressed is retrieved and stored into the variable k (you do not have to use h and k as the variable names). Once you know what key has been pressed, you can include code in your program to perform different actions based on the key.

Below is a list of the values returned based on different key presses.

|  |  |
| --- | --- |
| **Keyboard Key** | **Value Returned** |
| Up arrow (↑) | 'uparrow' |
| Down arrow (↓) | 'downarrow' |
| Left arrow (←) | 'leftarrow' |
| Right arrow (→) | 'rightarrow' |
| Enter | 'return' |
| Spacebar | 'space' |
| Escape | 'escape' |
| Backspace | 'backspace' |
| Numbers along the top (i.e. 1) | '1' – character of the number pressed |
| Numbers on the number pad (i.e. 7) | 'numpad7' |
| Letters (i.e. a) | 'a' – character of the letter pressed |