To find details about the controller, I ran a program that finds vendor and product ids of all devices plugged in. I ran it while it was plugged in, then unplugged it and ran again to find what changed. The device that disappeared is the controller  
namefinder.py

Hexes for the controller are 0x81f(Vendor ID) and 0xe401 (Product ID)

For determining what buttons correspond to which bit being fed in, I created a script that prints out the data being put in and from that I can decide which button is which by pressing the buttons. Given the player is not restricted to pressing only 1 button, it is important to make sure that all combinations of buttons are accounted for. Through testing, I’ve learned that only buttons that share the same bits will actually interfere with each other. Because there are many buttons that share bits, it’s important to make sure all combinations of buttons is accounted for. A, B, X and Y (and L, R, Start and Select) all add up to the combination value minus the beginning value (ie AB = 47+79-15).

buttontesting.py

Bits and stuff:  
Nothing pressed = [127, 127, 128, 128, 128, 15, 0, 0]  
A = [127, 127, 128, 128, 128, 47, 0, 0]  
B = [127, 127, 128, 128, 128, 79, 0, 0]  
X = [127, 127, 128, 128, 128, 31, 0, 0]  
Y = [127, 127, 128, 128, 128, 143, 0, 0]  
L = [127, 127, 128, 128, 128, 15, 1, 0]  
R = [127, 127, 128, 128, 128, 15, 2, 0]  
Up = [127, 0, 128, 128, 128, 15, 0, 0]  
Down = [127, 255, 128, 128, 128, 15, 0, 0]  
Left = [0, 255, 128, 128, 128, 15, 0, 0]  
Right = [255, 127, 128, 128, 128, 15, 0, 0]  
Start = [127, 127, 128, 128, 128, 15, 32, 0]  
Select = [127, 127, 128, 128, 128, 15, 16, 0]

Combinations:  
AB = [127, 127, 128, 128, 128, 111, 0, 0]  
BY = [127, 127, 128, 128, 128, 207, 0, 0]  
YX = [127, 127, 128, 128, 128, 159, 0, 0]  
XA = [127, 127, 128, 128, 128, 63, 0, 0]  
YA = [127, 127, 128, 128, 128, 175, 0, 0]  
XB = [127, 127, 128, 128, 128, 95, 0, 0]

ABY = [127, 127, 128, 128, 128, 239, 0, 0]  
BYX = [127, 127, 128, 128, 128, 223, 0, 0]  
YXA = [127, 127, 128, 128, 128, 291, 0, 0]  
ABX = [127, 127, 128, 128, 128, 127, 0, 0]  
ABXY = [127, 127, 128, 128, 128, 255, 0, 0]

Start Select = [127, 127, 128, 128, 128, 15, 48, 0]  
LR = [127, 127, 128, 128, 128, 15, 3, 0]  
L Start = [127, 127, 128, 128, 128, 15, 33, 0]  
R Start = [127, 127, 128, 128, 128, 15, 34, 0]  
L Select = [127, 127, 128, 128, 128, 15, 17, 0]  
R Select = [127, 127, 128, 128, 128, 15, 18, 0]

L R Start = [127, 127, 128, 128, 128, 15, 35, 0]  
L R Select = [127, 127, 128, 128, 128, 15, 19, 0]  
L Start Select = [127, 127, 128, 128, 128, 15, 49, 0]  
R Start Select = [127, 127, 128, 128, 128, 15, 50, 0]  
L R Start Select = [127, 127, 128, 128, 128, 15, 51, 0]