After having finished creating the drivers for the controller in Python, it came time to create a way of integrating the program I had written in Python into C++ so it could be used for controlling the game. After brief research into the various APIs that allowed this, I decided on using the one provided by Python itself. Once I had decided on which API to use, I needed to figure out how to use it. I learned that as it was in its current form, my Python drivers were not usable as they were not easily callable as functions. As well as this, I figured that I might need a way to store the state of my drivers, else every time I try to read the state of the controller, I would need to recreate the connection to the controller. Although it may not be a big deal on other systems, it is incredibly inefficient use of the otherwise very valuable and limited resources of the Raspberry Pi.