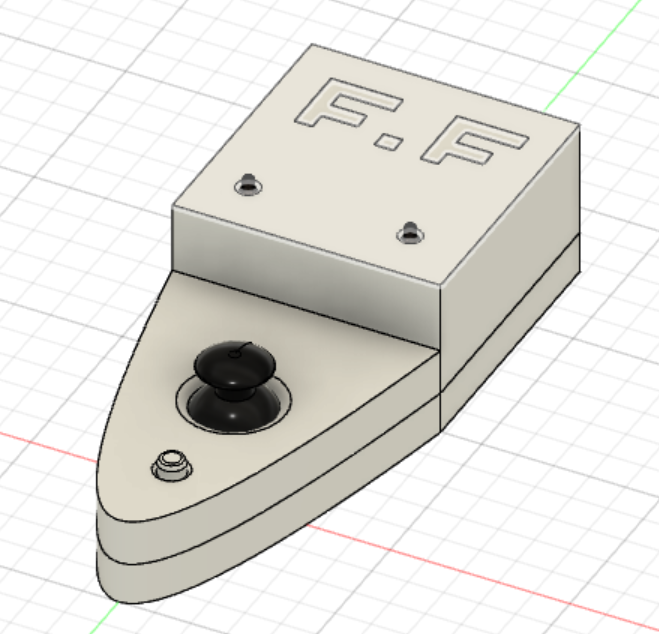
Exam Controller

For the duck hunt controller, I chose to create a duck billed shaped controller. The controller has a sensor in the form of the two potentiometers attached to the joystick which allows the player to move. The controller has one input to hide in the game. The controller has an actuator in the form of a vibration motor. The motor triggers when a shot is fired by the enemy. Both LEDs are triggered when you get hit. Based on my own experience I planned this controller to have all of the components glued in. I also included a breadboard for easy wire management and so that the user does not have to solder.



Diagram

Description automatically generated