Controller concept

For the puzzle game I am making, I am going to create my own game controller. This game controller is going to be a wheel in which the player can turn to rotate the game world so that they may complete the puzzles and get the water to the end of the puzzle.

The wheel’s design will be like a curling stone, it will be shaped to be round so that it can be turn left or right, it will come with a grip handle on top so that players can hold the controller safely. When the player rotates the handle in the direction they want to go e.g. left or right or straight on.

The controller will be placed upon a base, this base will be non removeable and feature a start button and exit button, so that the player can choose to start the game or exit from the game. With this design, it will make sure that the player can exit the game and operate the menu’s effectively.

With this controller, I will be creating controls that allow the player to make precise decision when they are playing. So, that they can correct their path quickly to get to the end. While using this controller, I want it to feel very responsive to the player’s movement. to do this I will I will make sure that I will use gyro controls so that when the player turns control the control will turn smoothly with it.

I will also need to have a turning wheel that fits the wires securely without having them get snagged while the player is playing. This will help to prevent the controller getting damaged while being turned.

With the controller base, it will feature two buttons the first will be a start button and the other button will be an exit button. The start button will start the game and the exit button will exit the game. They both will be round shaped with their names written across them. The start button will have a clear light and the exit button will have a red-light underneath it. Both button lights will be position on the base separately to the controller.

To conclude this controller will be round shaped like that of a curling stone, and will features gyro controls. Along with this there will be two buttons with two LED lights, one button will be a start button featuring a clear light and the exit button features a red light underneath. Both lights will both flash every few seconds like an arcade games, buttons.