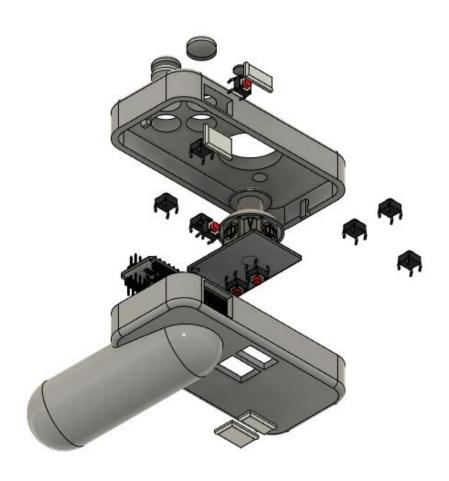
# Industrial Design for Game Hardware

Assignment 2 & 3

Kristian Menes 100383679

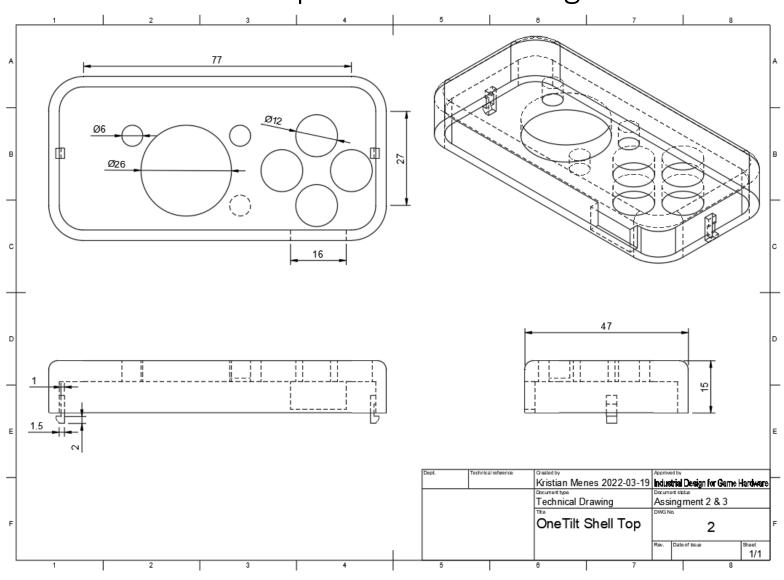
Mathew Kostrzewa 100591924



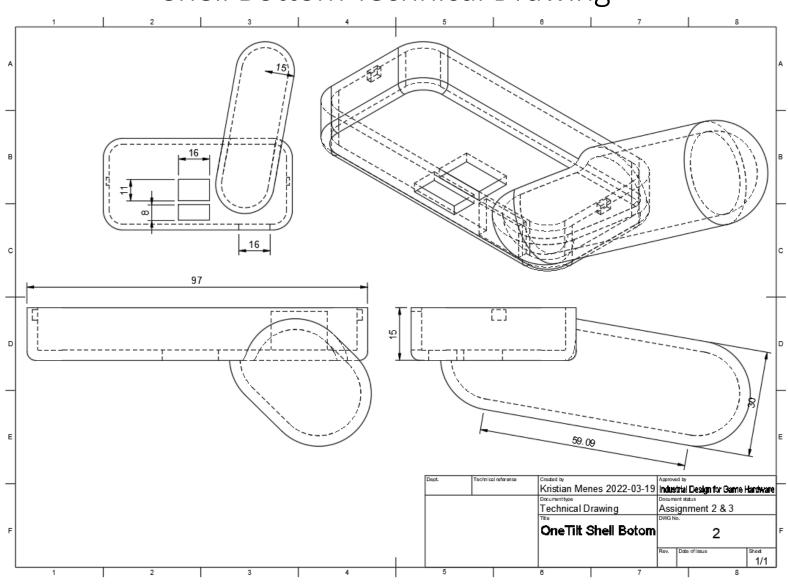
#### Parts List

Item	Quantity	Part Number	Description	Obtained From	Material	Cost
Small Button	3	1, 2, 4	Small, circular pads held within the shell atop the button switches	3D Printed	ABS	See Below
Large Button	4	5, 6, 7, 8	Larger pads (see Small Button)	3D Printed	ABS	See Below
Bumper	2	11, 13	Medium rectangular pads (see Small Button)	3D Printed	ABS	See Below
Trigger	2	12, 14	Large square pads (see Small Button)	3D Printed	ABS	See Below
Joystick	1	3	Analog stick with directional movement as well as a down click input	Amazon SparkFun Etc.	ABS	\$5
Button Switch	11	15	Mechanical switches to allow for input when pressed	SparkFun Amazon Etc.	Various	\$2(11) = \$22
Shell Top	1	9	Houses the components and allows for comfortable use of the controller	3D Printed	ABS	See Below
Shell Bottom	1	10	(See Shell Top)	3D Printed	ABS	See Below
Arduino Micro	1	16	Converts inputs into signals	Arduino	Various	\$27.99
Accelerometer	1	17	Detects controller motion	Future Electronics	Various	\$20
Wiring	N/A	N/A	Connects components	Amazon	Copper	\$1 - \$2
Total ABS	1	N/A	N/A	N/A	ABS	\$5 - \$10
Total						\$80.99-\$85.99

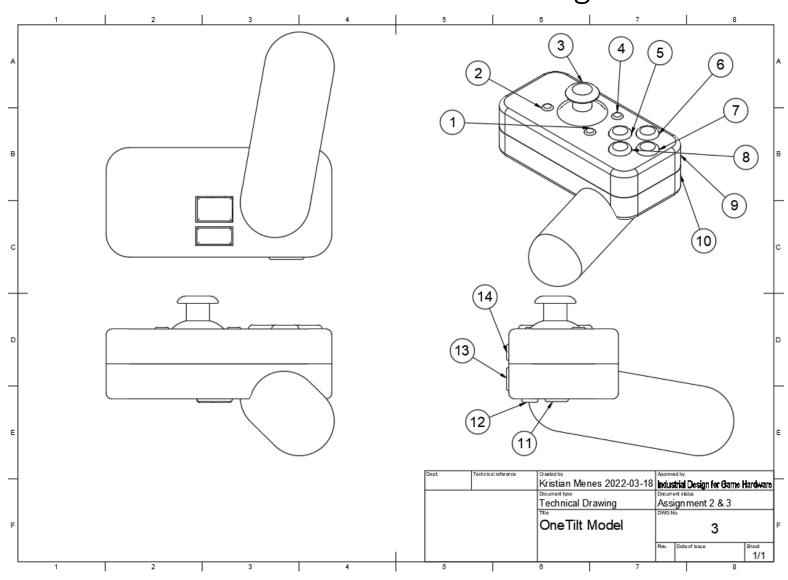
# Shell Top Technical Drawing



### Shell Bottom Technical Drawing

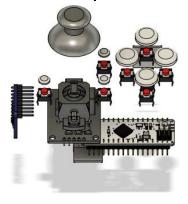


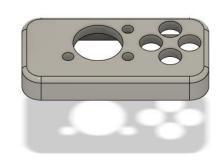
### Controller Technical Drawing

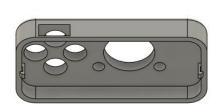


# Controller Explosion View





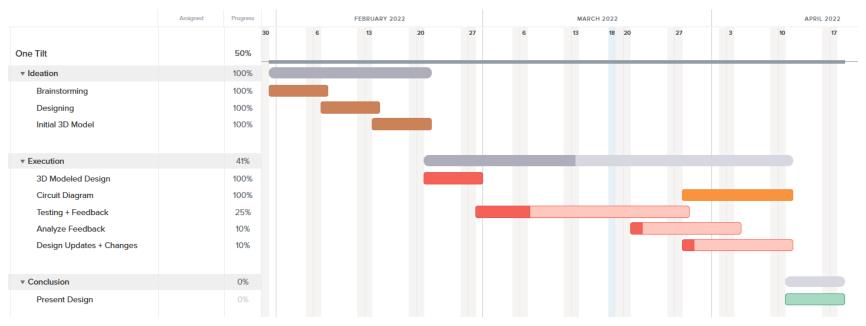








#### **Gantt Chart**



# Roles and Responsibilities

Mathew – Wiring, programming, and electronics

Kristian -