**Explanation**

The design of the controller is made to be in the shape of the ghosts in Pac-Man. It’s a relatively simple design and best represents what the player will be controlling in the game. Basically, there are two parts to the shell of the controller for easy access to the inside components, the upper shell, and the lower shell. To keep it mostly symmetrical, I placed the small breadboard in the middle with the Arduino Micro placed on top of it in the middle as well. The joystick is on the left side of the shell with the top part the player uses to move the joystick sticking out of a hole in the shell. The button is on the right side of the shell and will also be sticking out of a hole. A big area I can improve on is making a better holder for the joystick and button instead of just a block below it. Making better use of the space inside the shell is also another area I can improve on.