```cpp
#include <Ps3Controller.h>
#include "../vars/constants.h"

class Controller
{
    private:
    int8_t buttonCirclePrev, buttonXPrev, dPadRightPrev, dPadLeftPrev,
      buttonStartPrev;
    enum KonamiCodeButtons
    {
        KONAMI_BUTTON_NONE,
        KONAMI_BUTTON_UP,
        KONAMI_BUTTON_DOWN,
        KONAMI_BUTTON_LEFT,
        KONAMI_BUTTON_RIGHT,
        KONAMI_BUTTON_B,
        KONAMI_BUTTON_A,
        KONAMI_BUTTON_START
    };
    KonamiCodeButtons konamiButtonList[11];
    public:
    int8_t joyLX, joyLY, joyRX, joyRY, buttonSelect, buttonStart,
      buttonSquare, buttonCircle, buttonTriangle, buttonX, dPadUp,
      dPadRight, dPadDown, dPadLeft, joyRButton, joyLButton,
      shoulderButtonL, shoulderButtonR, dPadDownPrev, dPadUpPrev;
    ps3_status_battery battery;
    uint8_t throttleGas, throttleBreake;
    unsigned long led_blink_millis;
    bool led_blink, konamiCode, konamiCodePrev;
    ps3_status_battery batteryStatusPrev;



    void init()
    {
        Ps3.attachOnConnect(OnConnect);
        Ps3.begin(constants::controller_vars::BT_ADDR.c_str());
        for(uint8_t i = 0; i < 11; i++)
        {
            konamiButtonList[i] = KONAMI_BUTTON_NONE;
        }
        konamiCode = false;
        konamiCodePrev = false;
    }

    void loop()
    {
        buttonCirclePrev = buttonCircle;
        buttonXPrev = buttonX;
        dPadUpPrev = dPadUp;
        dPadRightPrev = dPadRight;
        dPadDownPrev = dPadDown;
        dPadLeftPrev = dPadLeft;
        buttonStartPrev = buttonStart;
        konamiCodePrev = konamiCode;


        joyLX = Ps3.data.analog.stick.lx;
        joyLY = Ps3.data.analog.stick.ly;
        joyRX = Ps3.data.analog.stick.rx;
        joyRY = Ps3.data.analog.stick.ry;

        dPadUp    = Ps3.data.button.up;
        dPadRight = Ps3.data.button.right;
        dPadDown  = Ps3.data.button.down;
        dPadLeft  = Ps3.data.button.left;

        joyLButton = Ps3.data.button.l3;
        joyRButton = Ps3.data.button.r3;

        battery = Ps3.data.status.battery;

        throttleGas    = Ps3.data.analog.button.l2;
        throttleBreake = Ps3.data.analog.button.r2;

        buttonSelect   = Ps3.data.button.select;
        buttonStart    = Ps3.data.button.start;

        buttonSquare   = Ps3.data.button.square;
        buttonCircle   = Ps3.data.button.circle;
        buttonTriangle = Ps3.data.button.triangle;
        buttonX        = Ps3.data.button.cross;

        shoulderButtonL = Ps3.data.button.l1;
        shoulderButtonR = Ps3.data.button.r1;


        if(millis() - led_blink_millis > 250)
        {
            led_blink_millis = millis();
            led_blink = !led_blink;
        }

        if(batteryStatusPrev != Ps3.data.status.battery || Ps3.data.status.battery == ps3_status_battery_shutdown)
        {
            switch(Ps3.data.status.battery)
            {
                case ps3_status_battery_full:
                    Serial.println("Controller Battery Full");
                    Ps3.setPlayer(10);
                    break;
                case ps3_status_battery_high:
                    Serial.println("Controller Battery High");
                    Ps3.setPlayer(9);
                    break;
                case ps3_status_battery_low:
                    Serial.println("Controller Battery Low");
                    Ps3.setPlayer(7);
                    break;
                case ps3_status_battery_dying:
                    Serial.println("Controller Battery Dying");
                    Ps3.setPlayer(4);
                    break;
                case ps3_status_battery_shutdown:
                    if(led_blink)
                    {
                        Serial.println("Controller Battery Shutdown");
                        Ps3.setPlayer(4);
                    }
                    else
                    {
                        Serial.println("Controller Battery Shutdown");
                        Ps3.setPlayer(1);
                    }
                    break;
            }
        }
        batteryStatusPrev = Ps3.data.status.battery;

        CheckKonami();
    }

    static void OnConnect()
    {
        Ps3.setRumble(100.0, 250);
        delay(500);
        Ps3.setRumble(100.0, 250);
        delay(500);
        Ps3.setRumble(100.0, 250);
    }

    void CheckKonami()
    {
        if(konamiCode)
        {
            konamiButtonList[9] = KONAMI_BUTTON_NONE;
            konamiCode = false;
        }

        if(dPadUp && !dPadUpPrev ||
           dPadDown && !dPadDownPrev ||
           dPadLeft && !dPadLeftPrev ||
           dPadRight && !dPadRightPrev ||
           buttonCircle && !buttonCirclePrev ||
           buttonX && !buttonXPrev ||
           buttonStart && !buttonStartPrev)
        {
            for(uint8_t i = 0; i < 10; i++)
            {
                konamiButtonList[i] = konamiButtonList[i+1];
            }
        }

        if(dPadUp && !dPadUpPrev)
            konamiButtonList[10] = KONAMI_BUTTON_UP;
        else if(dPadDown && !dPadDownPrev)
            konamiButtonList[10] = KONAMI_BUTTON_DOWN;
        else if(dPadLeft && !dPadLeftPrev)
            konamiButtonList[10] = KONAMI_BUTTON_LEFT;
        else if(dPadRight && !dPadRightPrev)
            konamiButtonList[10] = KONAMI_BUTTON_RIGHT;
        else if(buttonCircle && !buttonCirclePrev)
            konamiButtonList[10] = KONAMI_BUTTON_B;
        else if(buttonX && !buttonXPrev)
            konamiButtonList[10] = KONAMI_BUTTON_A;
        else if(buttonStart && !buttonStartPrev)
            konamiButtonList[10] = KONAMI_BUTTON_START;

        if(konamiButtonList[10] == KONAMI_BUTTON_START &&
           konamiButtonList[9] == KONAMI_BUTTON_A &&
           konamiButtonList[8] == KONAMI_BUTTON_B &&
           konamiButtonList[7] == KONAMI_BUTTON_RIGHT &&
           konamiButtonList[6] == KONAMI_BUTTON_LEFT &&
           konamiButtonList[5] == KONAMI_BUTTON_RIGHT &&
           konamiButtonList[4] == KONAMI_BUTTON_LEFT &&
           konamiButtonList[3] == KONAMI_BUTTON_DOWN &&
           konamiButtonList[2] == KONAMI_BUTTON_DOWN &&
           konamiButtonList[1] == KONAMI_BUTTON_UP &&
           konamiButtonList[0] == KONAMI_BUTTON_UP &&
           konamiCodePrev == false)
            konamiCode = true;
    }
};
```