

Problem: An easy to use but fun alternative controller for Project Wingman and other fighter plane games. Mustn't cost more than the standard controllers.

What are the current controllers:

Keyboard and mouse - not recommended, feels unnatural to most players for this type of game but usable

PS Controller - More natural, two joysticks provide accurate movement, and camera control

Flight stick - most immersive but highly expensive

VR - Same as flight stick, expensive and highly immersive

Possible solutions:

Smaller controller than ps4 using microbit, has two joysticks for camera control, and plane control, a fire button, and yaw triggers.

Much closer to standard controller, but offers nothing new.

Smaller controller also using microbit, and gyro controls, for pitch and roll, 2 buttons for yaw (because yawing a controller physically is awkward for most people), and a button for firing. LED would light up when the fire button launches the missile, and is accompanied with a sound effect from the microbit.

Chosen Solution:

Solution 2, chosen to provide players with a different experience of the game compared to the standard controllers.