Controller Layout *-do the controller actions have consistently mapped and learnable responses?*	
Burden on the Player *-is the controller difficult, frustrating or satisfying to use?*	
Game Story Immersion *-does the controller have a distinct look and feel that can relate to the game?*	
Error prevention *-can the inputs get stuck or break, are the controls too flimsy for excessive use?*	
User control and freedom *-is the user limited somehow in what they can do?*	
Visibility of system status *-is the user aware of which directional plane they are currently in at any one time?*	
Controller Provides Feedback *-are the effects of the different user actions immediately noticeable?*	

https://www.nngroup.com/articles/how-to-conduct-a-heuristic-evaluation/

https://pdfs.semanticscholar.org/734b/78cf052a2cfad9a3d3b467f200a1f91c9048.pdf

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