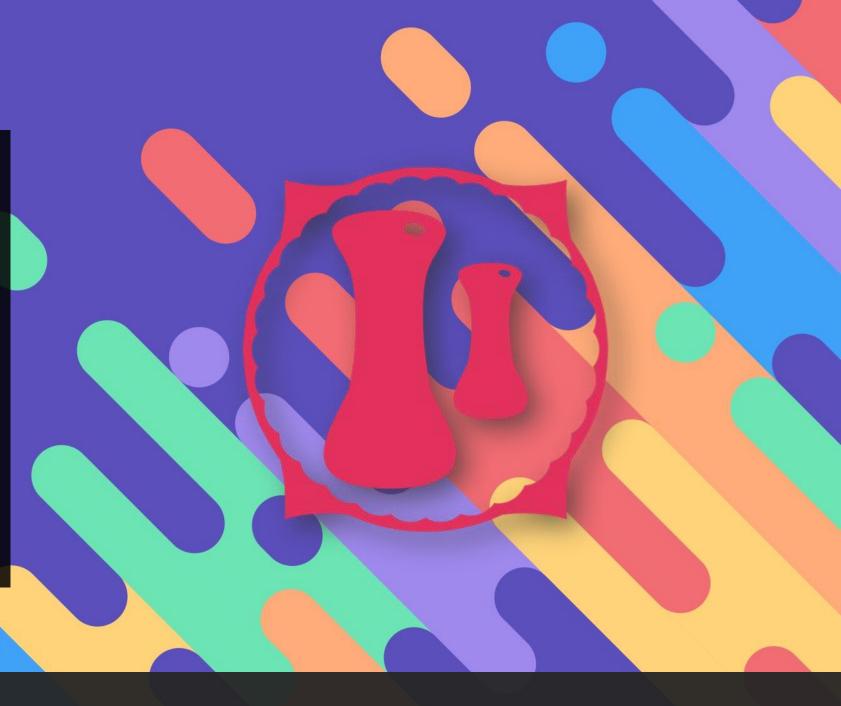
Hardware Assignment 2

EXCO CONTROLLER



Andy Waterhouse 100744494



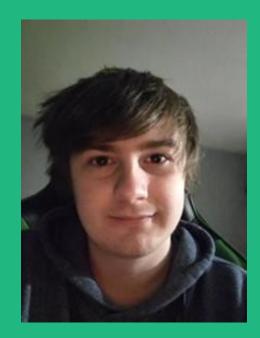
Designed & Created Model in Fusion 360

Fardeen Faisal 100755369



Exploded View/Bill of Materials & Schematics

Ethan Kowalchuk 100752686



Created Technical Drawings

Group

Changes

- Decided to use magnets to adjust the size of the controller.
 - Easy to adjust and install.
- Removed right joystick, Dpad, 2 back bumper buttons.
- This allows us to make room for the sliding mechanism to grow and expand our controller
- More like SNES controller layout with more comfortable and traditional controller feel



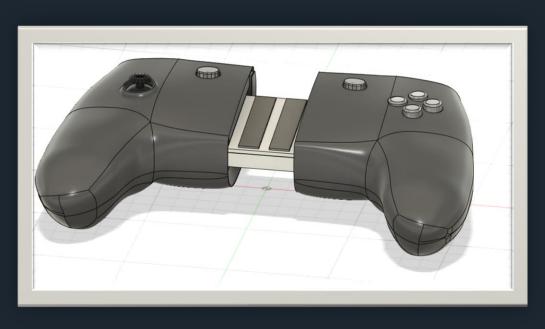






Paper Prototype

Component Layout

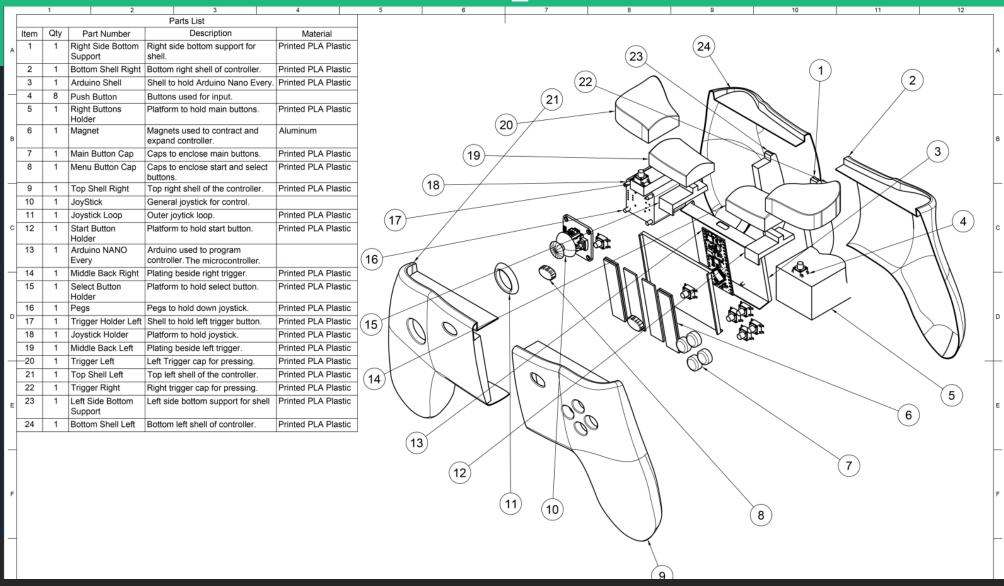




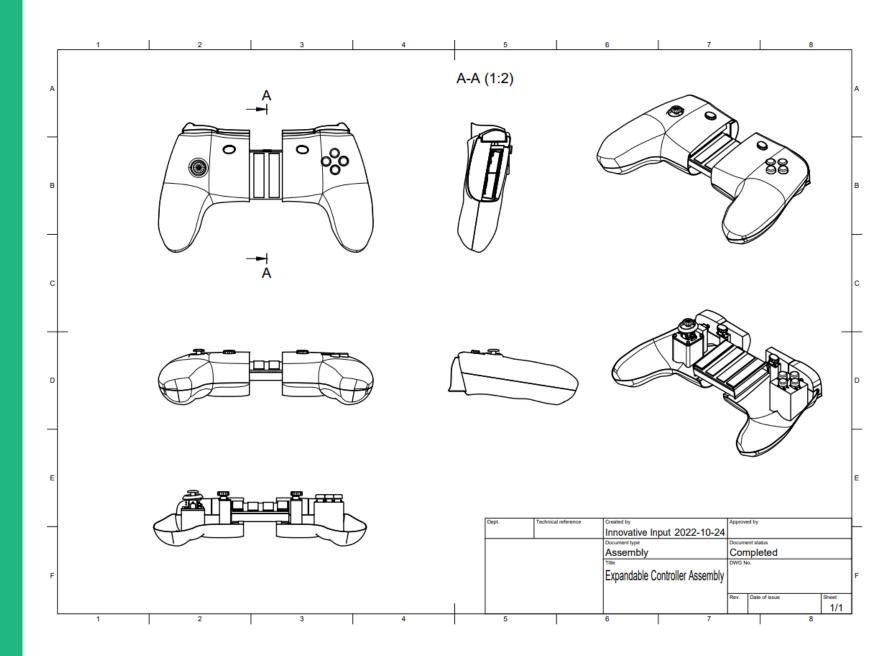
Exploded Animation



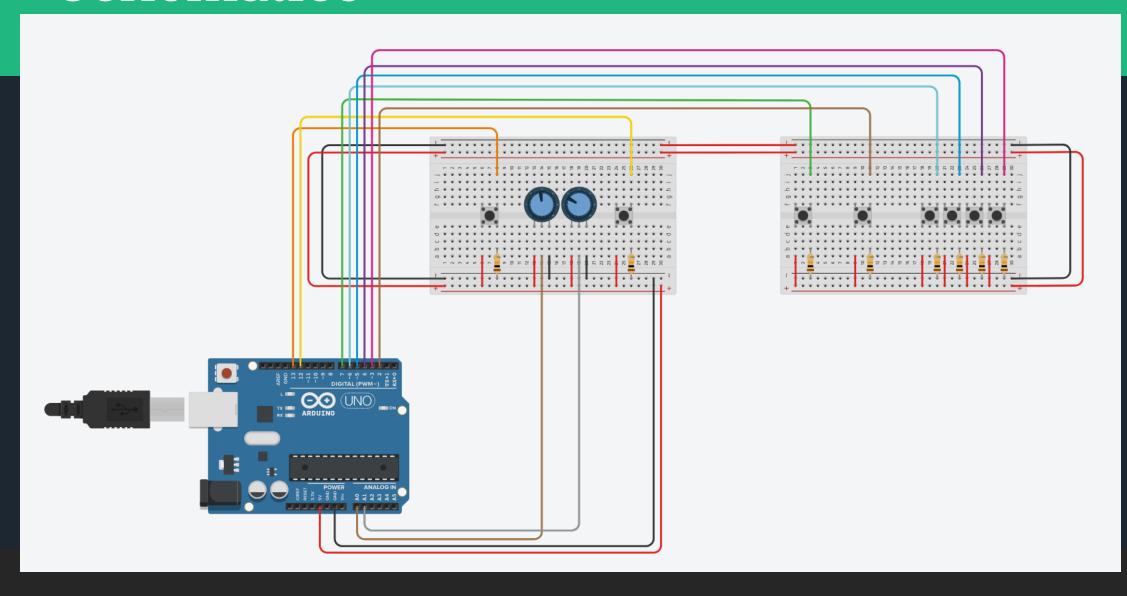
Bill of Materials/Exploded View

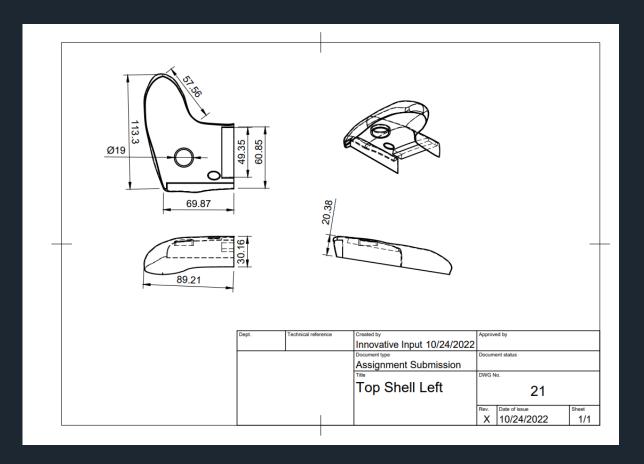


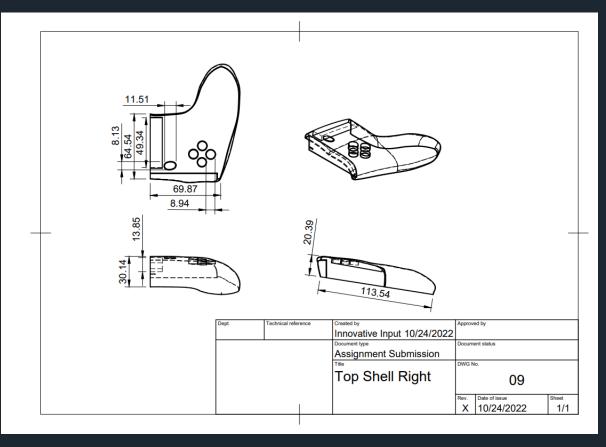
Assembly

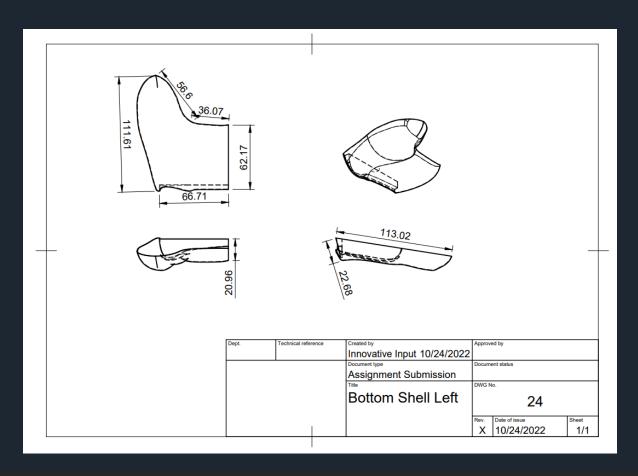


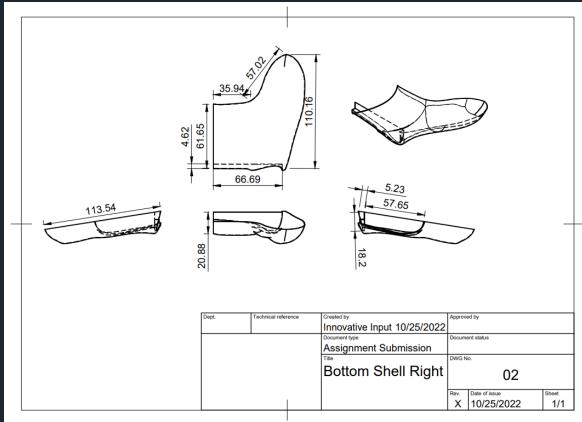
Schematics

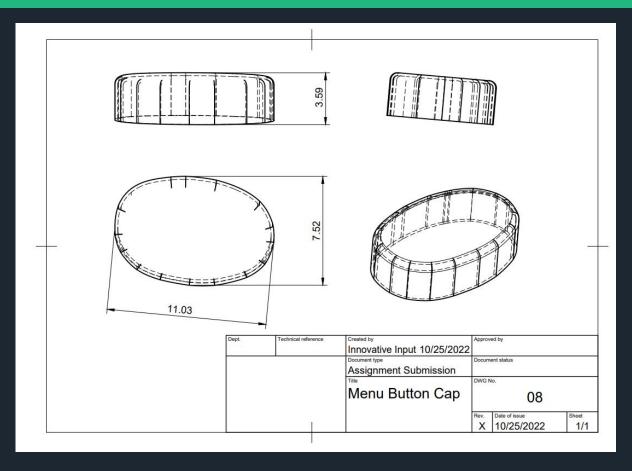


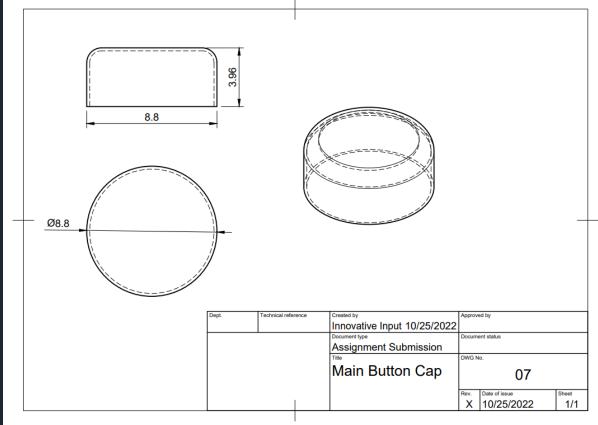


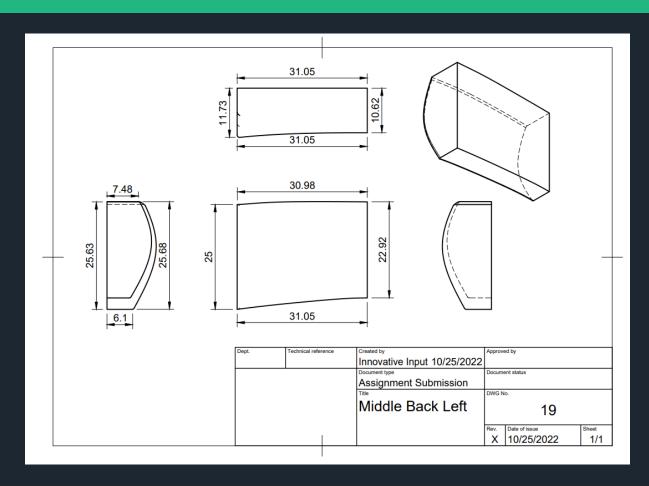


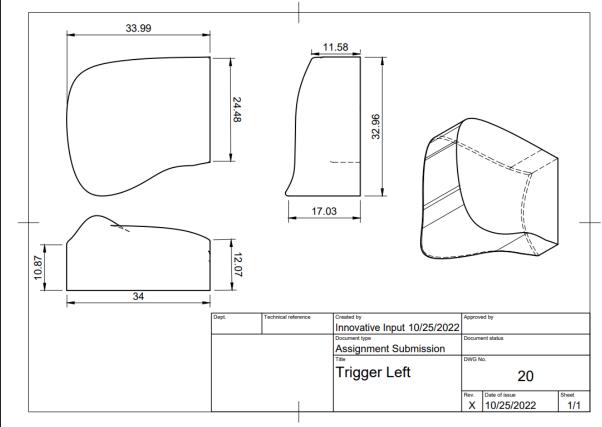


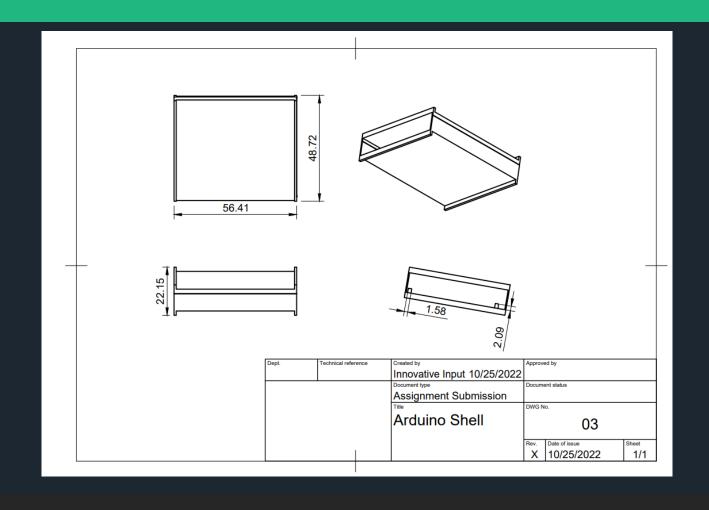


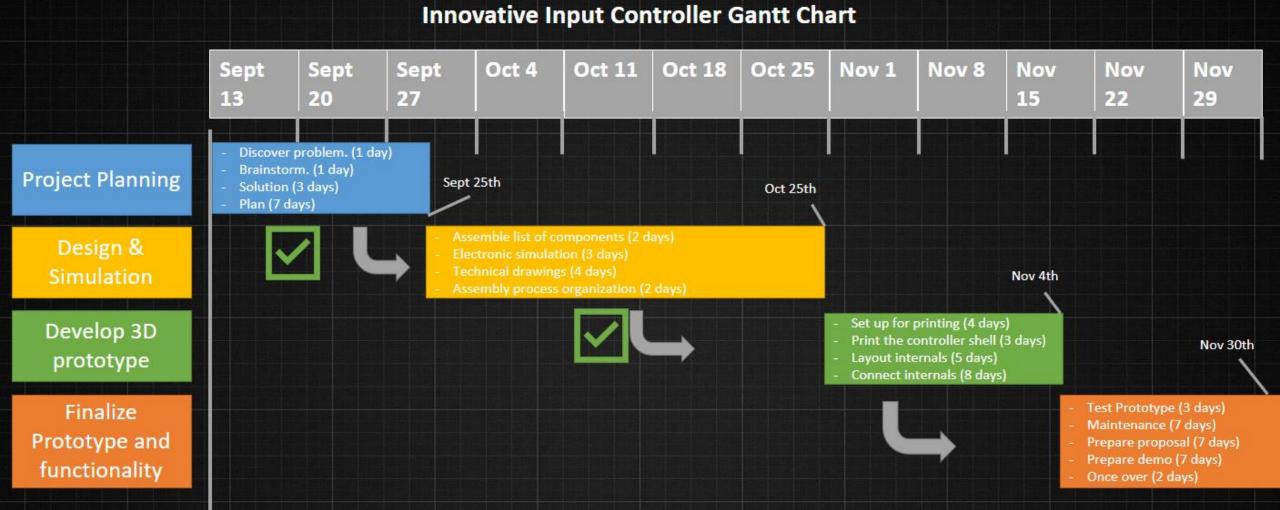












Gantt Chart