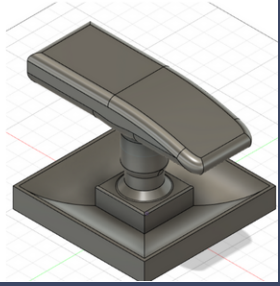


# Prototype Timeline

1

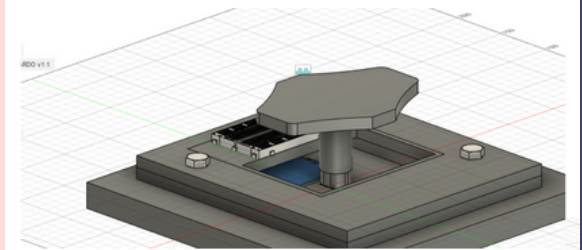
First Iteration , a base with a curve paddle for movement



Didn't meet all requirements, decided to make 2 controllers for the next iteration. Stick would not move as wanted, created a ball joint in it's place

2

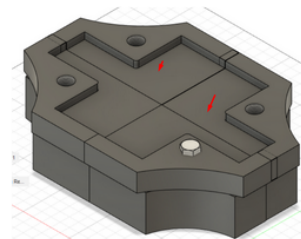
Second Iteration: Movement Controller



The movement controller, had an open base to have electronic integration, ball joint for the stick, bigger base

2

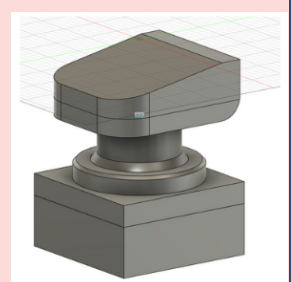
Second Iteration: Button Controller, intended to use pressure sensors



The button controller, would have been a smaller controller beside the movement controller, it had a hollow base to insert pressure sensors and electronic integration, this iteration had to be changed as it would have taken a lot of printing time and material(s)

3

Final Iteration: A Hollow Movement Controller, with buttons on the side



Reverted back to the paddle design with a few adjustments, created a more hollow ball joint for more movement and electronic integration inside of the device. Further more the base is smaller in width but taller in height to allow for more diverse play. In addition with the electronic integration, there are buttons on the side that allows for extra actions and LEDS that inform when the device is on and moves