

What the user wants:

- Automatic connection to the device running the server
- Simple and quick switching between different layouts
- A variety of different controllers to choose from, as some games require much less buttons.
- A joystick that doesn't simply switch from 0 to max power at the slightest touch, but rather has different levels of magnitude
- To be able to turn left and right by leaning your controller, much like the wiimote
- A vibrational response when a button is pressed
- Many controllers connected to the same computer
- The app needs to ask to turn on bluetooth