The duck controller I have designed in in the shape of a duck’s silhouette when seen from behind. It features a lower base and an upper lid which can be removed for access into the electronical components and a rounded design for easier grip as there are no corners jutting out and the small design makes it easy to hold and access the buttons.

Within the controller is an Arduino as well as 5 buttons corresponding to up, down, left, right directional controls as well as another button to make a sound from the duck’s position to distract the hunter. There is also a vibration motor within the controller to provide haptic feedback upon the player receiving damage.

I wanted to make a design that was relatively simple and easy for user to use.