1) Install SharpDX API so the project can use it: https://www.nuget.org/packages/SharpDX.XInput/4.0.1

2) Set a dependency for XInput at the top of your project: “using SharpDX.XInput;”

3) General guide for xinput: <https://stackoverflow.com/questions/39109609/how-to-use-xbox-one-controller-in-c-sharp-application>

IDEAS:

Rounded edges for picturebox (use for analogue values) https://stackoverflow.com/questions/7731855/rounded-edges-in-picturebox-c-sharp