Translating the Xbox controller’s actions so they can be interpreted by the Arduino, I have broken down the possibilities accordingly:

A standard Xbox 360 controller has eleven digital buttons:

The right face of the controller features four digital actions buttons:

green A button

red B button

blue X button

yellow Y button.

These actions can be duplicated on the Arduino using button.ino.

The lower right houses the right analog stick and on the left face is the left analog stick. Both analog sticks can also be "clicked in" to activate a digital button beneath.

These actions can be duplicated on the Arduino using motion.ino and button.ino.

The left and right "shoulders" each feature a digital shoulder button, or "bumper", and an analog trigger.

These actions can be duplicated on the Arduino using sensor.ino and button.ino.

In lower left is a digital directional D-pad.

These actions can be duplicated on the Arduino using motion.ino.