1. **Getting Started**

This documentation is for the Wunderbar Company’s hand-held raspberry pi game system. This will be written as if you are trying to remake the project, but if you need to finish it or edit it, this should work just fine for you. When we first started this project, all we had was a prototype from Mr. Smith on a breadboard that we basically reverse engineered (and googled) how to use the buttons on it and use the Arduino (Leonardo Pro Micro) on the board.

Like previously stated, we are using a Leonardo Pro Micro Arduino to control the entire system, so everything will most likely be soldered to the board, and not be a simple change. We are also using a type of board to connect the Joysticks and D-Pads to the Arduino, so you can follow the solder trail on that to track what connects to what. Following that we completely remade the remote parts for the controller, like the handles and the faceplates, so we will link the files to those so that if you need, they can be edited, or you can be like us and make them from scratch.

These files should also contain links to the GitHub and all of the other files that are used in the creation of it. The files contained should have most, if not everything, that you need to at least sort of understand what we did with it. It might look intimidating at first, but you should be able to get it to work if you try, google, and don’t give up. The final product of this system should be fun and worth the work because playing all of those old games is definitely worth it.

**Other Included Documentation**

1. [How To Use: Controllers](B-%20How%20To%20Use%20Controllers.docx)