action (triangle) button:

- closed & open: (180, 48, 18)

- notes: the open circuit always be playing with user views X-ray view of controller, closed is the animation that would play when the action button is pressed

up button (147, 73, 48)

right button (105, 103, 48)

button pngs in folder

-I imagined those as hit buttons, like what would appear when the button is already pressed. I personally like the kind of interactivity that allows the user to explore the page for the buttons, which could be indicated by the arrow simply turning into a pointing finger.

-the rubble sprite is the only one that is not transparent because I wanted the controller and motors to shake. I can position the motors in the right place and then use the xray\_controller\_noMotor image as the base for the x-ray view so the motors.png image can act as a button.