



# FINAL PROJECT PROPOSAL

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**NAMES:** DYLAN LINKLATER

**PROJECT:** RETRO GAME CONTROLLER

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**PART A: PROJECT IDEAS & OBJECTIVES**

-MAKE A RETRO GAME CONTROLLER OR FINISH/TWEAK JUSTIN AND PATRICK'S GAME CONTROLLER TO WORK WITH A NES OR SUPER NINTENDO CONSOLE WITH A MAKEY MAKEY OR ARDUINO.

**PART B: ELECTRONIC RESOURCES**

[HTTP://WWW.MAKEYMAKEY.COM/](http://www.makeymakey.com/)

[HTTP://WWW.INSTRUCTABLES.COM/ID/RETRO-MAKEY-MAKEY-CONTROLLER/](http://www.instructables.com/id/Retro-Makey-Makey-Controller/)

[HTTP://WWW.INSTRUCTABLES.COM/ID/USING-AN-ARDUINO-UNO-R3-AS-A-GAME-CONTROLLER/](http://www.instructables.com/id/Using-an-Arduino-Uno-R3-as-a-Game-Controller/)

[HTTP://WWW.THINGIVERSE.COM/THING:168356](http://www.thingiverse.com/thing:168356)

**PART C: MATERIALS, DESIGN**

MAKEY MAKEY CONTROLLER

- CARDBOARD
- ALUMINUM TAPE
- GROUNDED BRACELET
- OTHER

ARDUINO CONTROLLER

- ANY SORT OF BUTTON OR SWITCH (OR MULTIPLE SWITCHES, BUT START OFF SIMPLE)
- 10K $\Omega$  RESISTOR(S) (ONE FOR EACH BUTTON)
- ECLIPSE (THE FRONT END FOR JAVA PROGRAMMING - INSTRUCTIONS LATER ON FOR INSTALL)
- ARDUINO SOFTWARE (THE FRONT END FOR ARDUINO PROGRAMMING)
- BREADBOARD
- JUMPER WIRES

