

# NES Arcade Controller

21<sup>st</sup> February 2023

## OVERVIEW

We will be creating a basic arcade controller that includes 8 macro buttons and a joystick. This will interface with the computer VIA bluetooth.

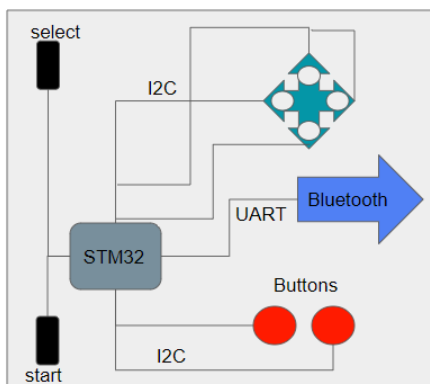
## Software Structure:

Button clicks go via interrupt, bluetooth module waits for interrupt and is called in the handler to deliver proper button signal to the computer.

## Peripherals

1. D pad (UART)
2. Buttons (2) (UART)
3. Select & start function buttons (priority UART)
4. Bluetooth peripheral interface. (I2C)

## Diagram



## Delegation

Josh - Hardware, Wiring, Bluetooth

Snehith - Buttons, Parts organization.