
Joystick Controller Shield for Arduino



The port nRF24L01, RF and Nokia 5110 LCD are added to the joystick shield, which contributes to the second time for game development.

The RF module is stable and supports 1 VS 6 game, therefore, the port nRF24L01 and RF are added.

In addition, the use of Nokia 5110 LCD display is widely used in various development platforms, with high cost performance and strong library support. Here we provide an enhanced display library for Nokia 5110, including displaying bitmaps, drawing dots, lines and circles. and many more.

As shown below, the game module is inserted into the control board.

Then start testing.

Test Code

```
int FirstShotX , FirstShotY;

void setup()

{

for(int i=0; i<19; i++)

{

pinMode(i, INPUT);

digitalWrite(i, 1);

}

Serial.begin(9600);

FirstShotX = 0;

FirstShotY = 0;

}

void loop(){

int i, someInt, flag = 0;

for(i=2; i<11; i++)

{

someInt = digitalRead(i);

if(someInt == 0)
```

```
{
flag =1;
break;
}
}
if(flag == 1)
{
switch(i)
{
case 2: Serial.println("-----> Button A"); break;
case 3: Serial.println("-----> Button B"); break;
case 4: Serial.println("-----> Button C"); break;
case 5: Serial.println("-----> Button D"); break;
case 6: Serial.println("-----> Button E"); break;
case 7: Serial.println("-----> Button F"); break;
case 8: Serial.println("-----> Button KEY"); break;
default: break;
}
flag=0;
}
int sensorValue = analogRead(A0);
if(FirstShotX == 0)
```

```
{  
  FirstShotX = sensorValue;  
  Serial.print("FirstShotX = ");  
  Serial.println(FirstShotX);  
}  
Serial.print("X = ");  
Serial.println(sensorValue - FirstShotX);  
sensorValue = analogRead(A1);  
if(FirstShotY == 0)  
{  
  FirstShotY = sensorValue;  
  Serial.print("FirstShotY = ");  
  Serial.println(FirstShotY);  
}  
Serial.print("Y = ");  
Serial.println(sensorValue - FirstShotY);  
delay(200);  
}
```

The test result is shown below, just for reference.

Different values will be displayed because of different operations

