CLAIMS

1. A game controller comprising:

a trigger button rotatable between a first position and a second position by rotating about a rotation axis, the trigger button being depressible in a direction to activate a switch when the trigger button is in the first position,

wherein the direction is at least substantially perpendicular to the rotation axis;

a locking mechanism configured to constrain rotation of the trigger button when the trigger button is in the first position, and further configured to constrain rotation of the trigger button when the trigger button is in the second position, wherein the trigger button comprises a first hole and a second hole, and wherein the locking mechanism comprises a protrusion shaped to fit into the first hole when the trigger button is in the first position, and wherein the protrusion is shaped to fit into the second hole when the trigger button is in the second position; and

a housing;

wherein the housing comprises a depression, the trigger button being retracted into the depression when the trigger button is in the second position.

2. The game controller of claim 1, wherein the trigger button extends out of the housing in the first position.

3. The game controller of claim 1, further comprising:

a plurality of control buttons on a front surface of the housing.

4. The game controller of claim 3, wherein the front surface opposes a back surface of the housing, wherein the trigger button is positioned on the back surface.

5. The game controller of claim 1, wherein the trigger button is biased towards being undepressed when the trigger button is in the first position.

6. The game controller of claim 1, wherein the trigger button is pivotable to activate a switch.

7. The game controller of claim 1, wherein the trigger button comprises a lever.

8. The game controller of claim 7, wherein the lever comprises a concave segment shaped to receive a user's finger.

9. The game controller of claim 1, wherein the locking mechanism comprises a pivotable member configured to engage the trigger button.

10. The game controller of claim 9, wherein the trigger button is biased to abut the pivotable member.

11. The game controller of claim 10, wherein the trigger button is biased to abut the pivotable member by a compression spring.

12. The game controller of claim 11, wherein rotation of the trigger button compresses the compression spring.

13. The game controller of claim 1, wherein the depression is shaped to accommodate the trigger button.

14. The game controller of claim 13, wherein the depression comprises a concave space for a user's finger to contact the trigger button when the trigger button is in the second position.

15. The game controller of claim 1, wherein the trigger button rotates through an angle at least substantially equal to 90° between the first position and the second position.

16. The game controller of claim 1, further comprising:
the switch.

17. The game controller of claim 1, further comprising a user interface configured to receive user inputs for programming a function of the trigger button.