What is the idea of the project?

Jonathan and I

(Jordin) came up with an idea to have a box that turns itself off using different methods rather than just one. While the box closes itself, there will be a sound effect, "Shh", implemented once the box gets closed. Also, there will be a minigame that allows the User to use a button to prevent the monster from pushing the switch with different difficulties. Another feature that will be implemented is once you put your hand over the box, the box will close by itself. This project will be called the "Leave Me Alone Box". Showing that you don't want to be bothered by the people around you and would rather be enclosed in your little world.

How to use:

The user will notice a toggle switch on the top of the box. The switch is meant to only be pushed towards the on position. When the user pushes the switch on, the motor will turn on rotating 180 degrees causing the automated arm to flip the switch back off and reverts its way back into the box. A possibility is to add some batteries inside the box to make the contraption more portable rather than it be connected to a USB port. There will be 2 buttons, on the side of the box that will be connected to the box. There will be a timer and if you can't last for 10 seconds, then the monster wins by flipping the switch and closing its lid. There will be an audio piece on the inside that will activate once the switch is flipped. If the monster flips the switch, a sound effect will be played, but if they couldn't flip it, you'll hear fireworks for winning. There

will also be a photocell implemented so when the user puts their hand towards the open lid, the monster will sense it and close it. A photocell works when there is light available.

Materials:

- Toggle Switch
- Cardboard or 3d printer filament
- Arduino
- 10 wires
- Motor
- Possible Batteries
- PhotoCell
- Speaker
- 2 Buttons

Rough Sketch: