Automatic (or remote controlled) Pet Treat Dispenser

A treat dispenser that releases a treat when your pet interacts with a button or a sensor or some such.

Sensors (Inputs)

Proximity Sensor: Use an IR or ultrasonic proximity sensor to detect when the pet is nearby or interacting with the dispenser

Pressure Sensor: Add a pressure-sensitive switch that activates when the pet steps on it or nudges it for opening the treat

Button: Or a push button that the pet can activate

Processor

A microcontroller (like an Arduino, ESP32) will manage the inputs from the sensors and control the outputs (motors, LEDs, sound). It could determine when to dispense treats based on the sensor input.

Actuators (Outputs)

Motor: Use a small motor or servo to control the mechanism that dispenses treats. This could involve a rotating drum or a sliding mechanism that releases treats when activated

LEDs: Add LEDs to provide visual feedback when the dispenser is activated or to indicate when treats are about to be dispensed

Sound: Maybe include a sound that plays a sound or tone when treats are dispensed