

# Set Hackathon

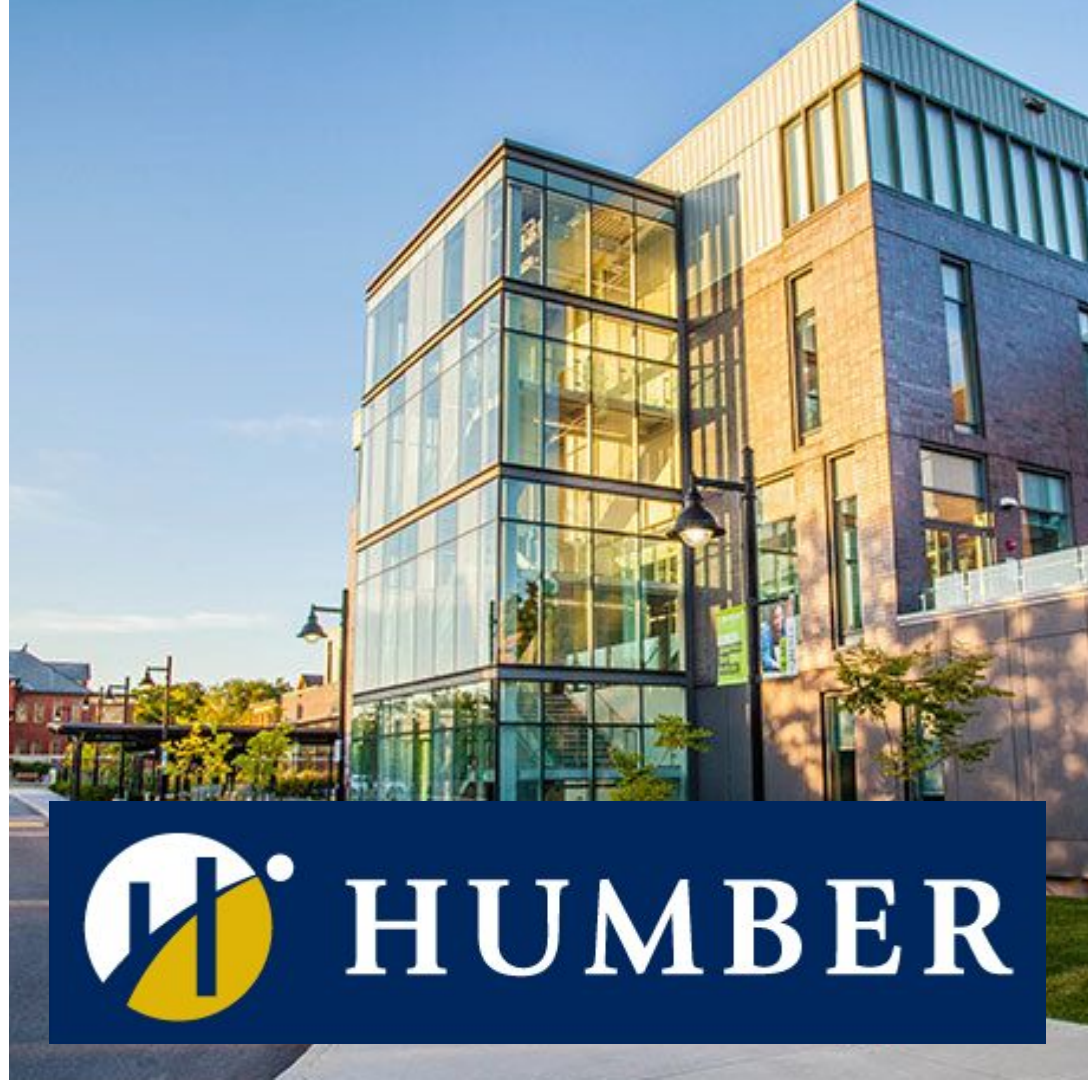
## Group 6

Surbhi Singhanian

Lovepreet Singh

Bailey Liang

Nhi Nguyen



# HUMBER

# Haunted House

# Haunted House

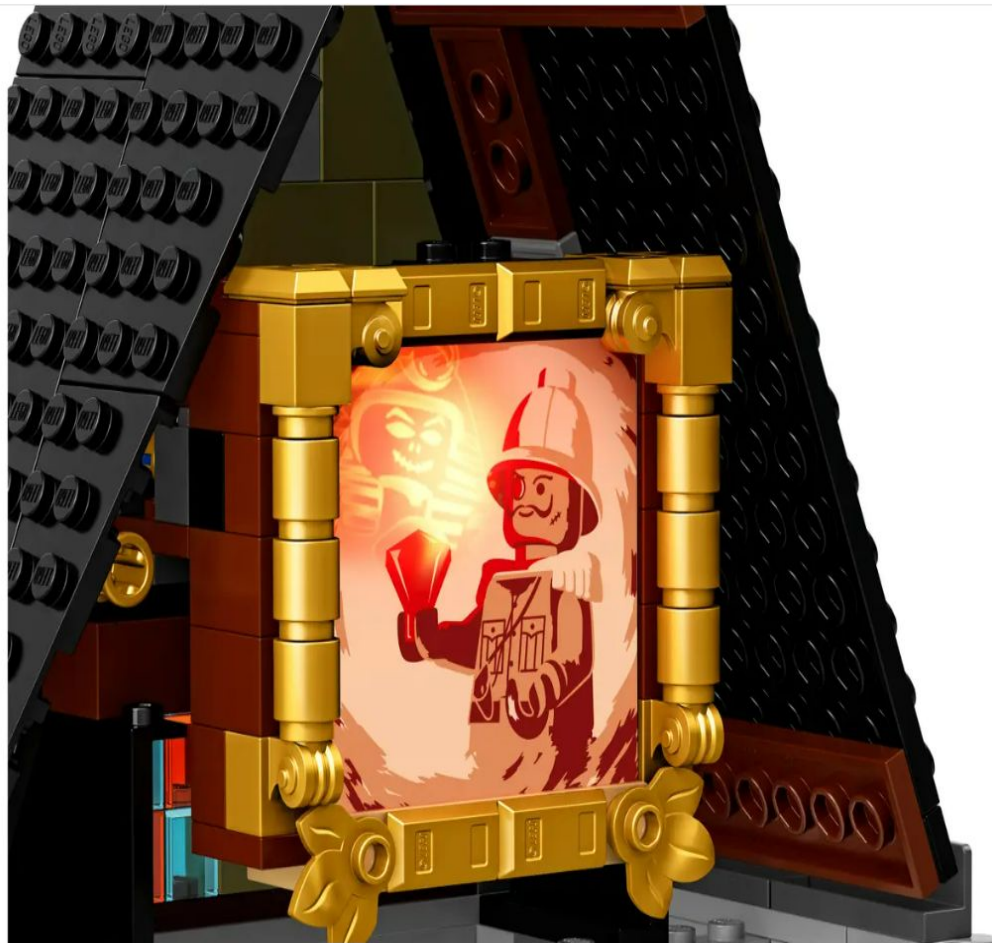
Set #10273



The LEGO Group. (n.d.). Haunted House™. Retrieved 2022, from <https://www.lego.com/en-ca/product/haunted-house-10273>

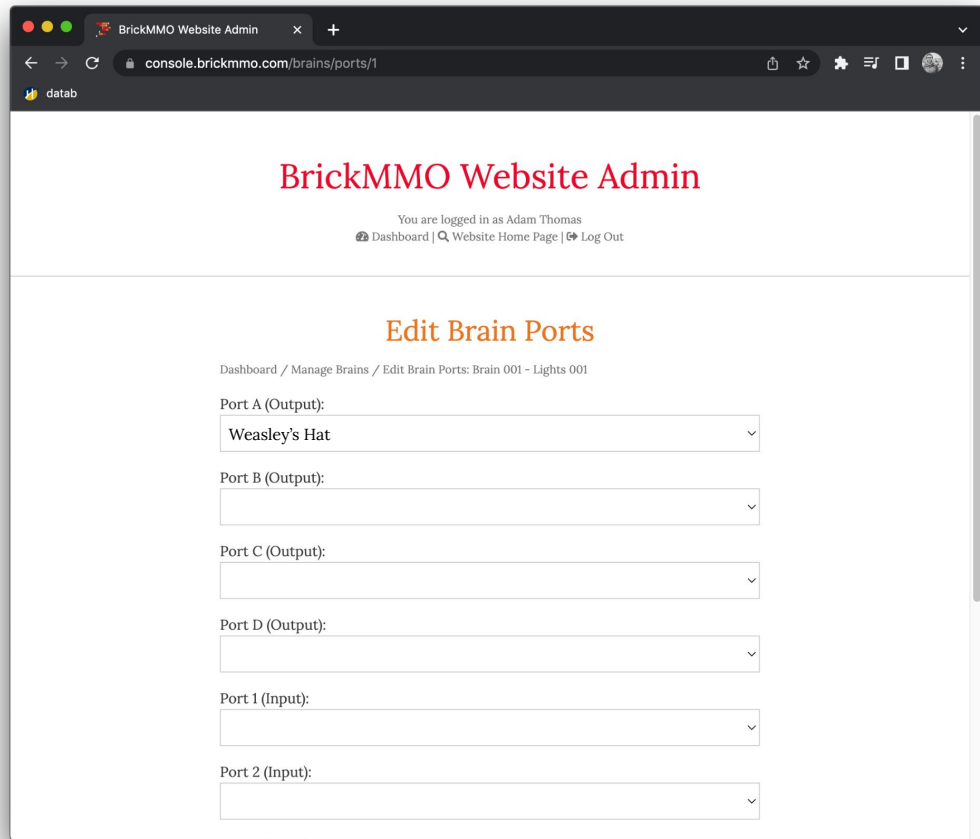
## Module Description

Welcome to Manor von Barron, a spooky Haunted House theme-park ride packed with chills and thrills for all who dare to enter. Once home to one of the world's greatest villains who travelled the globe in search of treasures to steal, this Haunted House is a nostalgic throwback to classic LEGO® adventure sets, so be sure to look for rare bricks and ancient artifacts hidden throughout this spooky set!



# Requirements

1. Medium Linear Motor
2. Hub
3. Distance Sensor
4. Lights
5. Speaker



# Sensors and Motors

The input port will be attached to an distance sensor . The output port will be attached to medium linear motor, lights and speaker.



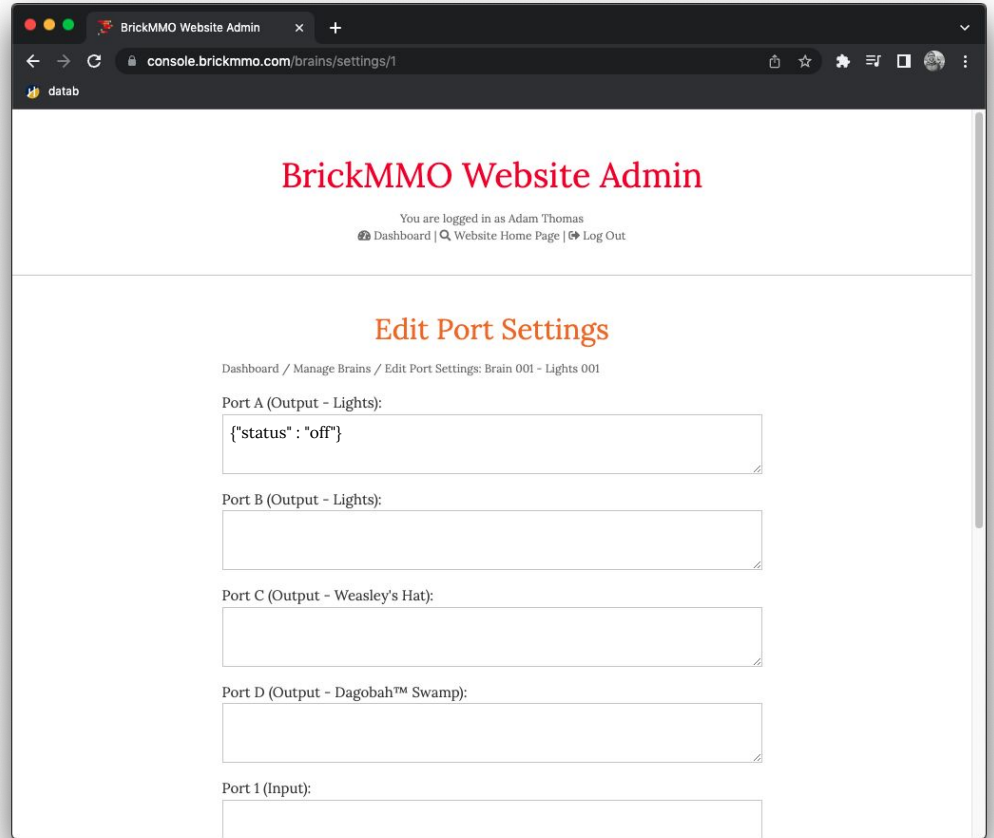
# Port Settings

Port A - Output : Lights : on / off

Port B - Output : Motor : on / off

Port C - Input : Distance Sensor : 0-9

Port D - Output : Speaker : on / off



The screenshot shows a web browser window with the title 'BrickMMO Website Admin'. The address bar shows 'console.brickmmo.com/brains/settings/1'. The page content includes a header with the title 'BrickMMO Website Admin' and a user login status 'You are logged in as Adam Thomas' with links for 'Dashboard', 'Website Home Page', and 'Log Out'. The main section is titled 'Edit Port Settings' and contains a breadcrumb trail 'Dashboard / Manage Brains / Edit Port Settings: Brain 001 - Lights 001'. Below this, there are five port settings sections, each with a label and a text input field:

- Port A (Output - Lights):
- Port B (Output - Lights):
- Port C (Output - Weasley's Hat):
- Port D (Output - Dagobah™ Swamp):
- Port 1 (Input):



# IOT Loop

While True:

    If distance\_sensor.distance < 3:

        wait(5000) #wait 5000ms

        motor.rotate() #turns on lift motor

        light.blink(true) #blinks the light

        play\_sound() # play spooky sounds

Else:

    light.blink(false) #stops blinking

    stop\_sound() #stops spooky sounds

