```
# Make your creature input work
12 button = Button()

63 def sense(self):
64   if button.sense() == True:
     return True
```

```
# Connect to the Great Interactive Reef
20: ecosystem = EcoSystem(ecosystem="reef",
  creature=creature, connect_to_ecosystem=False)
```

```
# Effect the output changes
130 motor.update(position1)
131 servo.update(position2)
```

code.py

ecosystem.py

creature.py

lib/timer.py

settings.py

```
# Update your creature name in the reef
 3: "password" : "############",
 6: “mqtt_broker_password" : "############",
 7: "mqtt_clientid": "team aadjan",
```

lib/components/
wifi_setup.py

behaviours.py

lib/components/
mqtt_setup.py

lib/varspeed.py

lib/components/
analog_input.py

lib/components/
button.py

lib/components/
buzzer.py

lib/components/
electro_magnet.py

lib/components/
neo_pixel.py

lib/components/
servo_motor.py

lib/components/
slider.py

lib/components/
tof.py

lib/components/
vibration_motor.py

```
# Change the envelope to define behaviour
21 if state == self.state_day_somebody:
22   sequence1 = [(65000, 0.1, 1, "QuadEaseIn")]
23   loops1 = 0
24   sequence2 = [(70, 0.1, 1, "QuadEaseIn"),
25     (110, 0.1, 1, "QuadEaseOut")]
26   loops2 = 0
27   return (sequence1, loops1, sequence2, loops2)
```