```cpp
#include <Servo.h>

Servo sunMoon;
Servo food;

const int bed = 2;
const int foodChar = 8;
const int frontDoor = 11;
const int catTrig = 7;
const int led = 4;
const int blue = 3;

int counter = 0;
int trig = 0;
int foodTrig = 0;

void setup() {
  // put your setup code here, to run once:
  sunMoon.attach(9);
  food.attach(6);
  pinMode(led, OUTPUT);
  pinMode(blue, OUTPUT);
  pinMode(bed, INPUT);
  pinMode(foodChar, INPUT);
  pinMode(frontDoor, INPUT);
  pinMode(catTrig, INPUT);
  Serial.begin(9600);
}

void loop() {
  // put your main code here, to run repeatedly:
    if(digitalRead(frontDoor) == HIGH)
    {
      for(int x = 0; x < 5; x++)
      {
        digitalWrite(led, HIGH);
        delay(500);
        digitalWrite(led, LOW);
        delay(500);
      }
      trig++;
    }
  if(trig >= 1)
  {
```

```
    if(digitalRead(bed) == HIGH) //Changes the position of the Sun and the Moon when the
player moves to the Bed
    {
      delay(2000);
      sunMoon.write(180);
    }
    else
    {

      sunMoon.write(90);
    }

    if(digitalRead(foodChar) == HIGH) //Moves the food down to eaten food
    {
      food.write(0);
      foodTrig++;
    }
    else
    {
      if(foodTrig >= 1)
      {
        food.write(0);
      }
      else
      {
        food.write(90);
      }
    }

    if(digitalRead(catTrig) == HIGH) // Closes the house when player moves the cat to outside
    {
      for(int x = 0; x < 5; x++)
      {
        digitalWrite(led, HIGH);
        delay(500);
        digitalWrite(led, LOW);
        delay(500);
      }
    }
  }
}
```