6 points of interaction on my walk to school

1. Pressing button to change sign so pedestrians can cross the road

* Input: button press
* Active: button is triggered by pressing it
* <https://www.adafruit.com/product/3491>
* Output: voice says “Wait” / sign changes
* Active: voice says, “Wait”
* <https://www.adafruit.com/product/1314>
* Active: sign changes from “STOP” to “WALK”
* <https://www.adafruit.com/product/1911>
* <https://www.adafruit.com/product/1484>

1. Walking up to a sign to read it

* Input: walking up
* Passive: user walks up
* Output: reading information on sign
* Passive: sign is read, information gathered

1. Pressing button to automatically open door

* Input: button press
* Active: button is triggered by pressing it
* Output: door opens
* Active: door swings open

1. Flipping switch to turn on lights

* Input: flipping switch
* Switch is flipped
* <https://www.adafruit.com/product/3723>
* Output: lights turn on/off
* Lights turn on or off
* <https://www.amazon.com/Sensor-Lights-Lighting-Automatic-Outdoor/dp/B076CN463G?ref_=Oct_TopRatedC_322525011_3&pf_rd_r=1DAAKNVRFQ6AQ9R89TJV&pf_rd_p=f66bca1a-0fa9-5ea5-b10e-5b41b9a86dc5&pf_rd_s=merchandised-search-10&pf_rd_t=101&pf_rd_i=322525011&pf_rd_m=ATVPDKIKX0DER>

1. Adjusting lever to signal for a turn on a car

* Input: Pushing lever up or down
* Active: lever is pushed
* <https://www.autopartswarehouse.com/engine-and-drivetrain/switches-relays-wiring-and-components/turn-signal-switch/dorman/rb49277?apwcid=gglpla&utm_source=google&utm_medium=cpc&utm_campaign=197176064&gclid=Cj0KCQiAh9njBRCYARIsALJhQkEKABIAXxFqXv8S_EloCO5W8gywjx8w4G1rWzkNdnmy2zg6QvWGK30aAsRxEALw_wcB&gclsrc=aw.ds>
* Output: blinker turns on
* Active: Blinker turns on green arrow in car dashboard and lights on the front and back of car
* <https://www.adafruit.com/product/2994>
* <https://www.adafruit.com/product/3433>

1. Pressing button to signal elevator to come

* Input: button press
* Active: button is triggered by pressing it
* Output: display shows elevator coming / button lights up /elevator comes
* Active: display changes to show arrow coming down/up
* Active: light on button turns on to show it has been pressed
* Active: elevator moves