1. **Arduino activates motors to move robot forwards and backwards**

2. **Robot uses microphones to identify sound**

3. **Robot moves toward sound**

4. **Robot retreats from sound**

5. **Arduino can identify specific sounds (gunshots, running water)**

6. **Arduino differentiates between whether it should move toward or away from sound based on what the sound is identified as being**

7. **Arduino follows a sound for as long as the sound is above 0db**

8. **Arduino retreats from a sound for as long as the sound is above 0db**

9. **Arduino notifies parties if sound is good // morse code/LED &| sound etc**

10. **Arduino notifies parties if sound is bad // morse code/LED &| sound etc**