The primary reason we chose a cinnamon Altoid candy tin of all things is because of our international experience for the past six years living in Japan and Israel. Being in a foreign country, you miss out on some of the things you're accustomed to such a food. One of the things Aaron and I always get when we come back to the US is cinnamon Altoids. We decided we needed to at least use some of the many tins we had accumulated. Our piece is a guessing game of sorts but with a catch. There is a grid of four Altoid tins each of which that the observer can tap to open. The goal is to "find the candy" or the tin that has the lit LED inside only that no matter the order of tins you pick, it is always in the last one. When a observer taps a tin, a piezo is used to trigger a servo motor which opens the lid of the tin. Another twist we put into it is that while the tins are closed, the LEDs are on. This means that if an observer would break the rules we gave them to operate the device, they could get all four of the "candy." Overall, it was a really fun experience for observers to try using it before telling them how it actually worked and seeing the excitement when they realized the LED was always in the last tin.