

# STEAL THE FISH!

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# the objective

DON'T WAKE THE CAT  
Interactive Game using ESP32, Sensor and Servo

Goal:  
Take the fish without waking the cat.



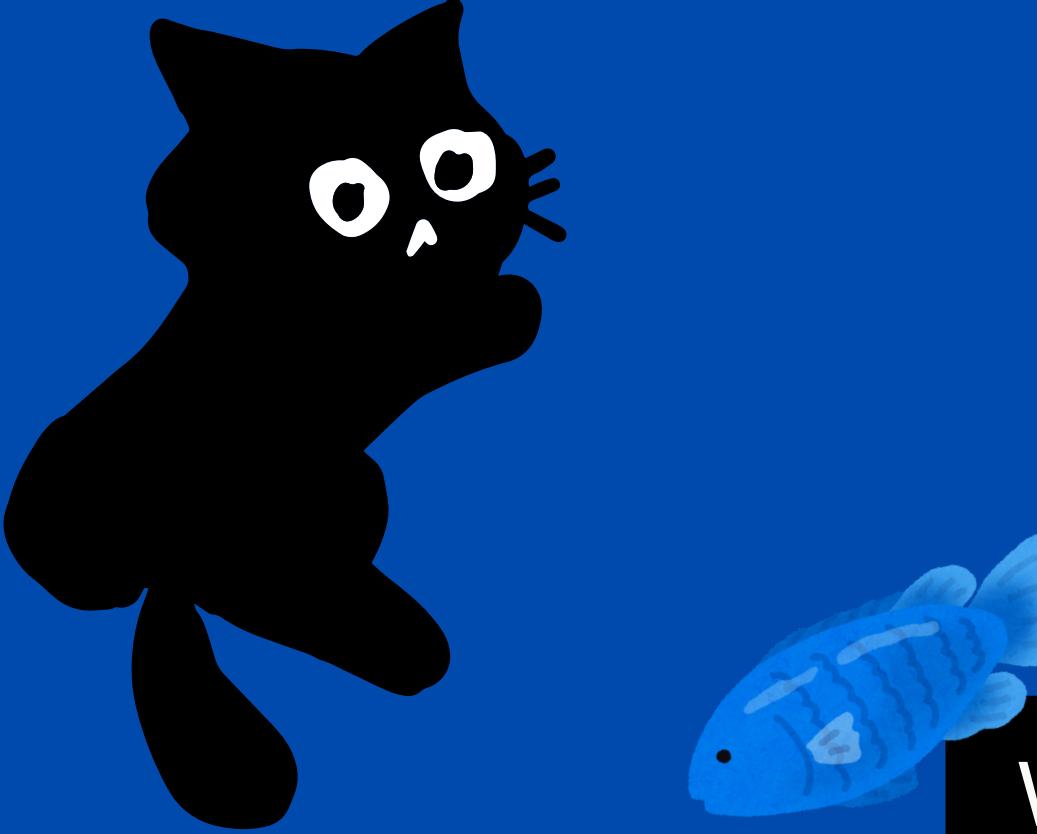


# initial idea

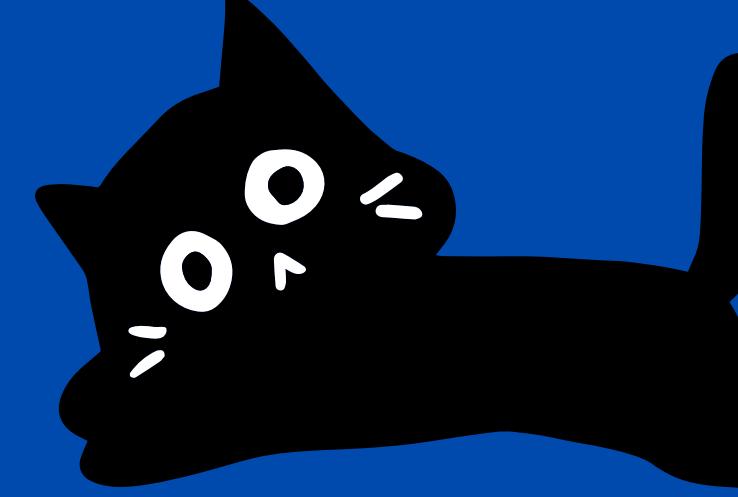
A gold vault:

You try to steal gold.  
If detected, the alarm triggers.

It would've worked.  
But it felt too mechanical.



# movement

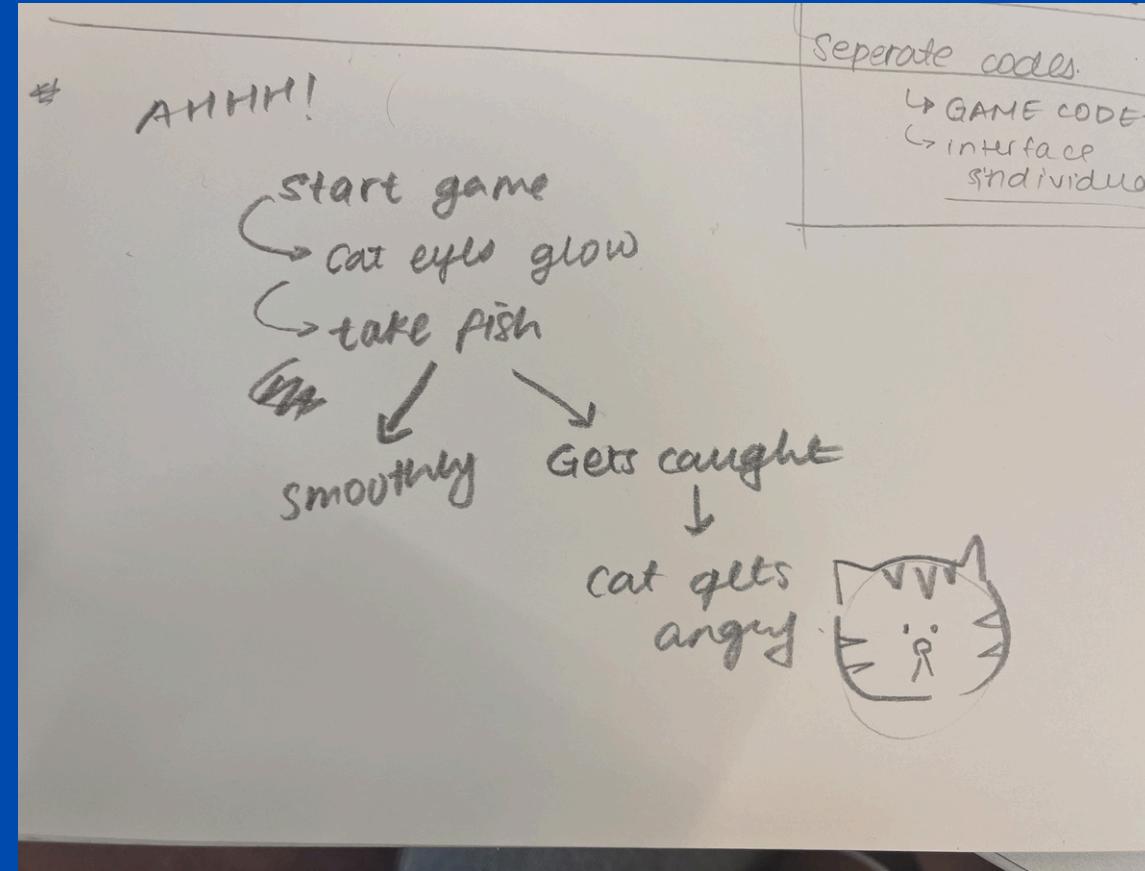


We needed something that can move.  
We used a Servo Motor because:

- It moves easily
- We can control the angle

This became the movement.

# coding logic



We used very simple logic:  
IF hand is far → nothing happens  
IF hand is near → servo moves  
LED blinks  
Distance controls everything.





# problems

We had some simple problems.

- Indentation errors in code
- Wires were messy
- Box setup was difficult because of wires

We fixed it by:

- Trial and error



# we faced



# what we learned

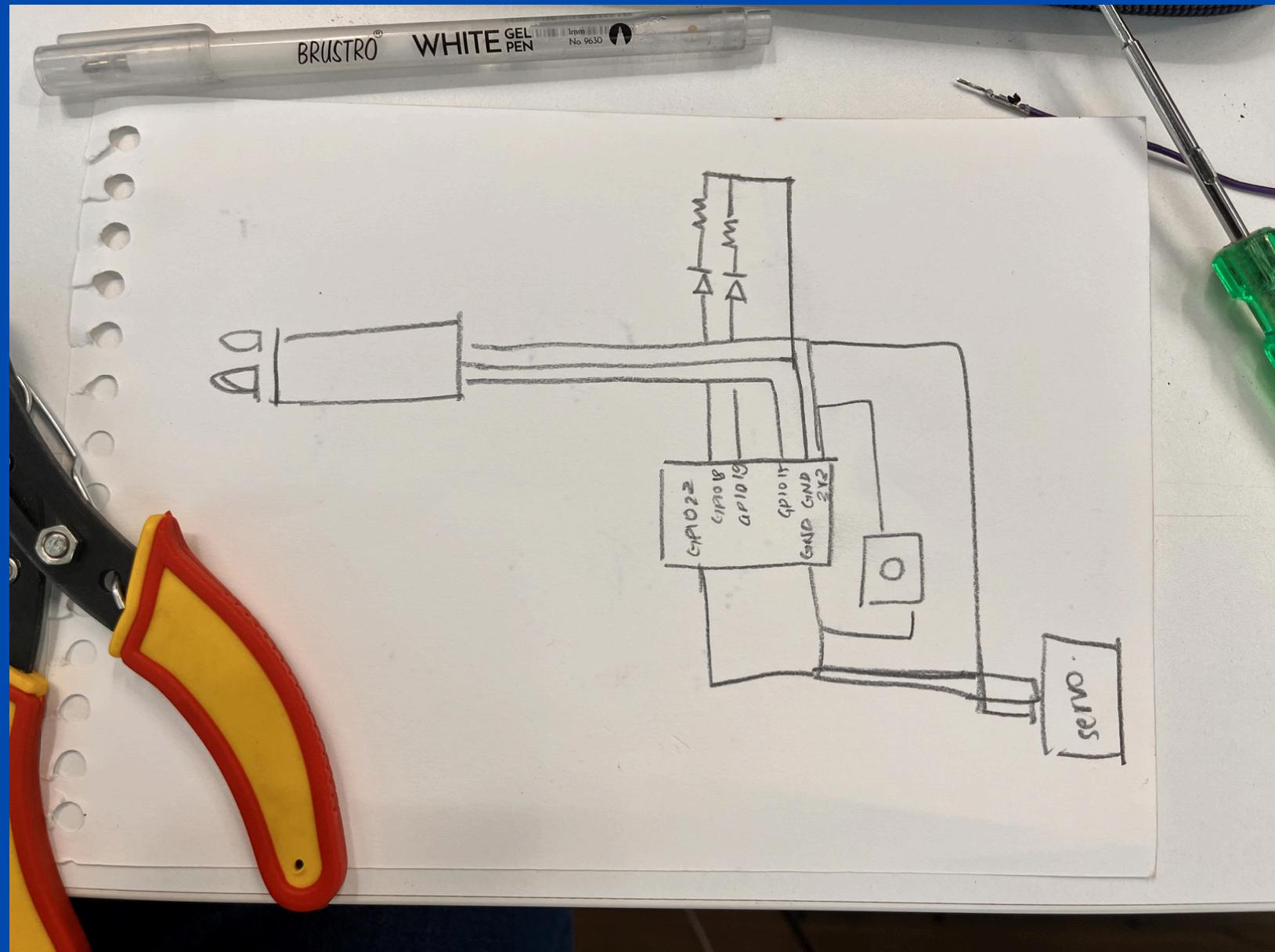
Tried to keep the eyes on in the background and change intensity but it did not work.

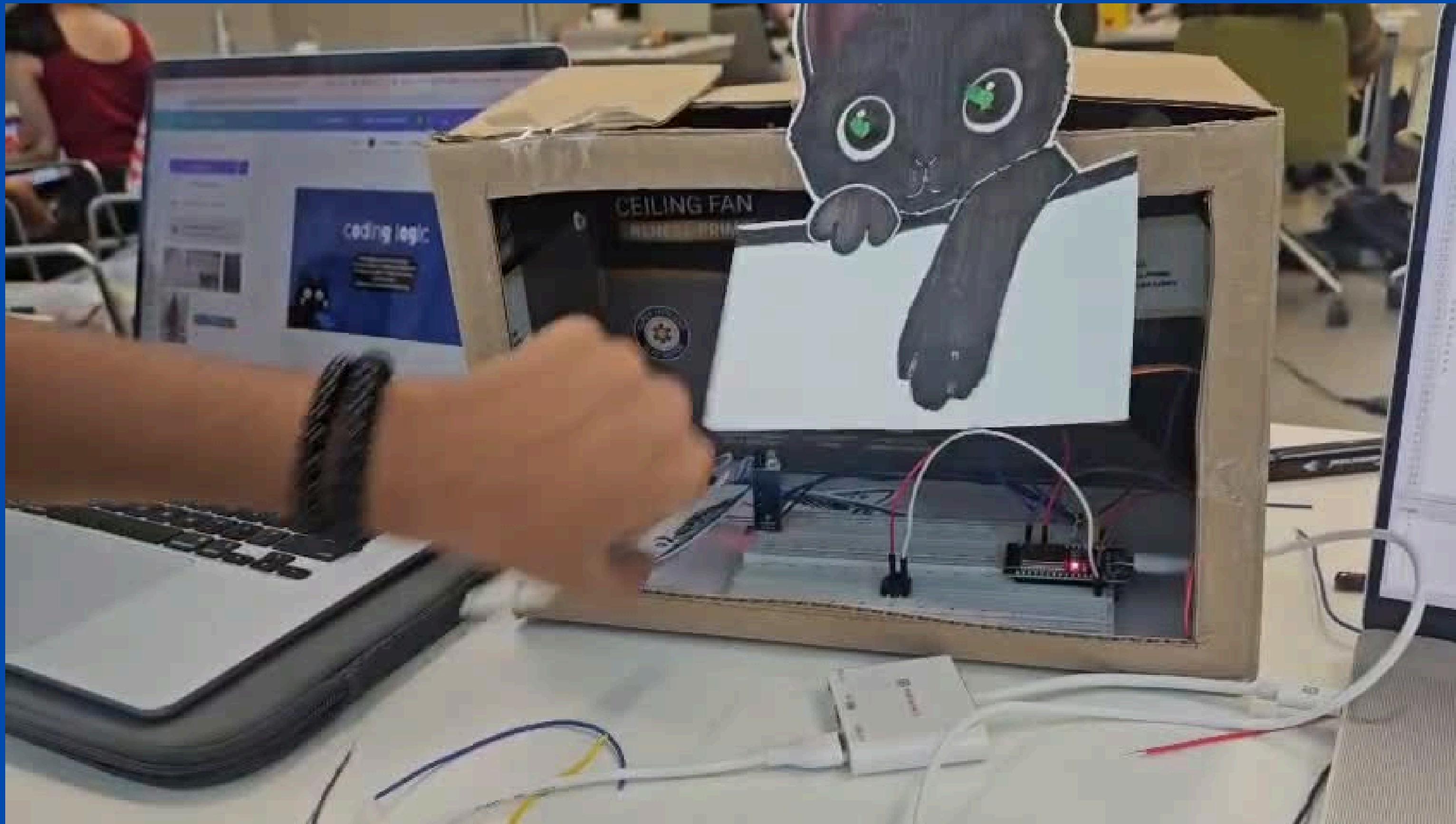
Simple logic can create interaction

Trial and error is part of the process :)



# Circuit Diagram







# contribution

Ananya:

Code & Circuit

- Circuit connections
- Wrote the LED, Push button and IR Sensor code
- Fixed code mistakes
- Helped with craft

Saanvi:

Code & Servo

- Wrote servo duty control code
- Circuit connections
- Concept idea
- Managed craft and presentation



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