

| Conditions/Actions | Rules | | | | | | |
|----------------------|--------------------------------|---|--|---|---|---|-----|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Structure | - | - | I | B | I | B | - |
| Input | ID | P | T | T | C | C | TAC |
| Ice Lights: Level 0 | X | | | | | | |
| Burg Lights: Level 0 | X | | | | | | |
| Ice Lights: Level 1 | | X | | | | | |
| Burg Lights: Level 1 | | X | | | | | |
| Ice Lights: Level 2 | | | X | X | | | |
| Burg Lights: Level 2 | | | X | X | | | |
| Ice Lights: Level 3 | | | | | X | X | |
| Burg Lights: Level 3 | | | | | X | X | |
| Ice Lights: Level 4 | | | | | | | X |
| Burg Lights: Level 4 | | | | | | | X |
| Ambient Sound | X | | | | | | |
| Level 1 Sound | | X | | | | | |
| Level 2 Sound | | | X | X | | | |
| Level 3 Sound | | | | | X | X | |
| Level 4 Sound | | | | | | | X |
| | | | | | | | |
| Structure: | Input: | | Assumptions: | | | | |
| I = Ice | ID = Idle | | Proximity feedback can only be triggered once and is turned off by a touch event | | | | |
| B = Burg | T = Touch | | Ambient sound intensifies as viewer comes closer | | | | |
| | C = Correspondence | | | | | | |
| | TAC = Touch All Correspondence | | | | | | |