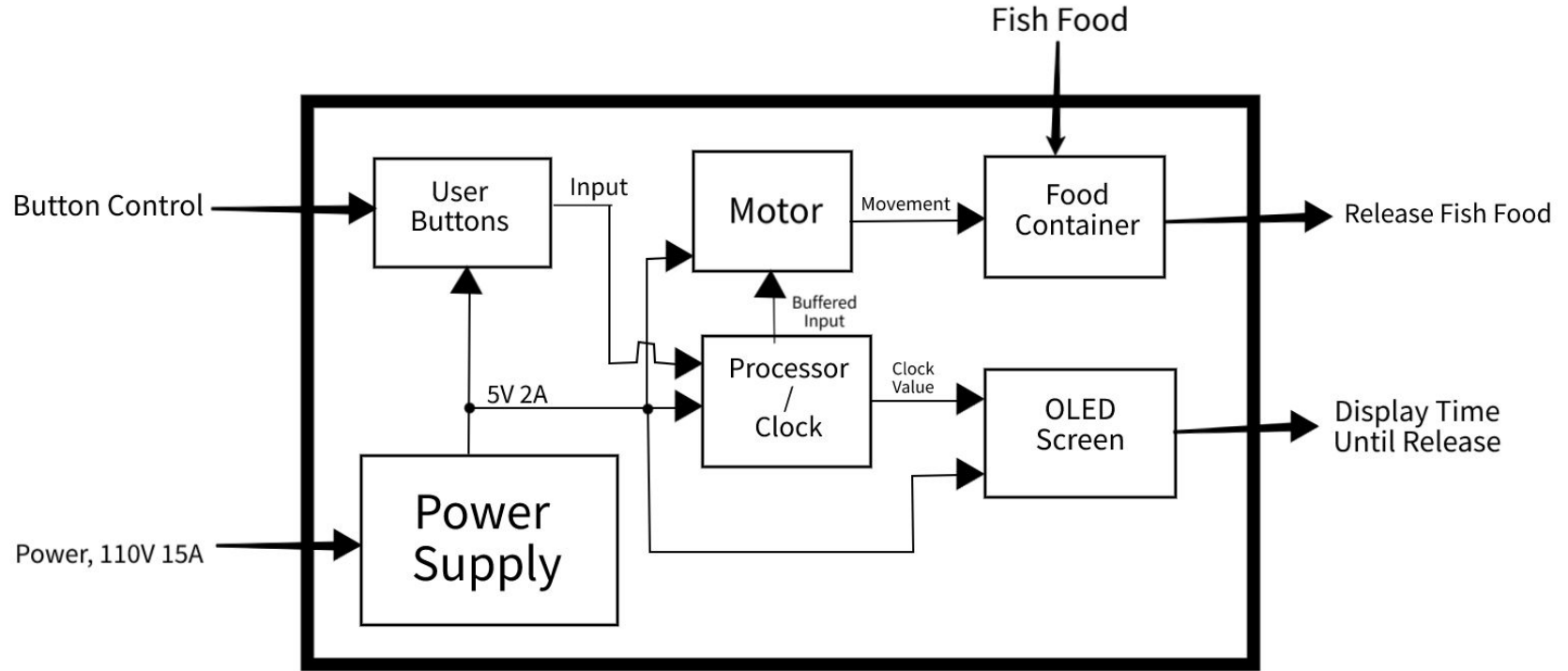


Automatic Fish Feeder: Level 0

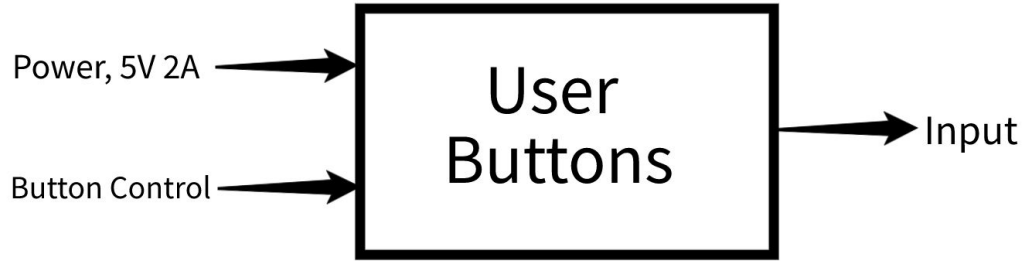


<i>Module</i>	Automatic Fish Feeder
<i>Inputs</i>	Power: 110V, 15A User Button Control: Variable Fish Food: Physical objects
<i>Outputs</i>	Display Time: Visual Release Fish Food: Variable
<i>Functionality</i>	Release inputted fish food after the time set by the user button control expires. Time remaining until release will be displayed at all times

Automatic Fish Feeder: Level 1

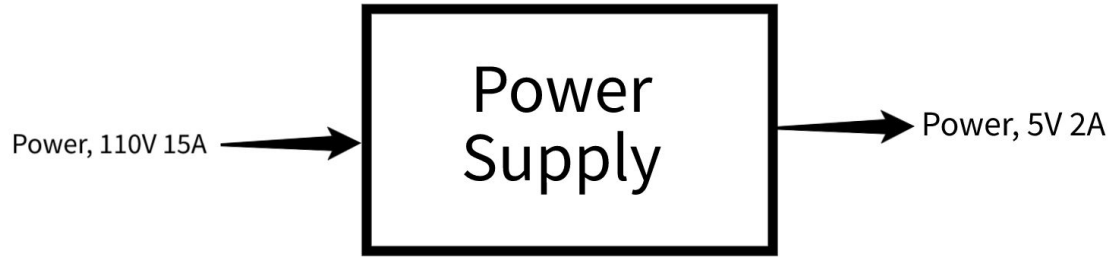


User Buttons: Level 0



<i>Module</i>	User Buttons
<i>Inputs</i>	Power: 5V, 2A Button Control: Variable
<i>Outputs</i>	Input: Variable
<i>Functionality</i>	User controls the buttons to submit an input into the system.

Power Supply: Level 0



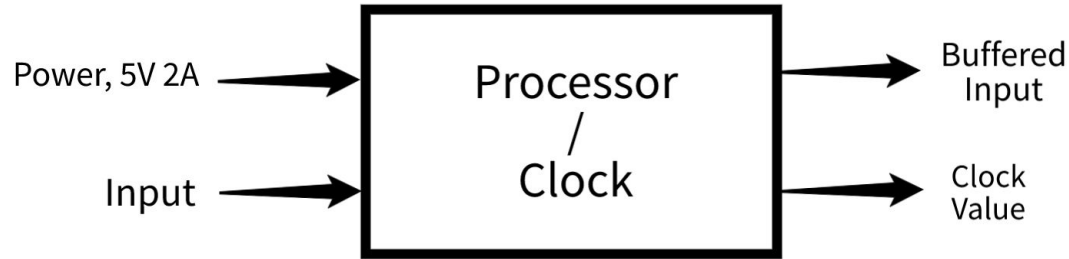
<i>Module</i>	Power Supply
<i>Inputs</i>	Power: 110V, 15A
<i>Outputs</i>	Power: 5V, 2A
<i>Functionality</i>	Converts the wall outlet power into a manageable lesser amount to power the other devices in the system.

Motor: Level 0



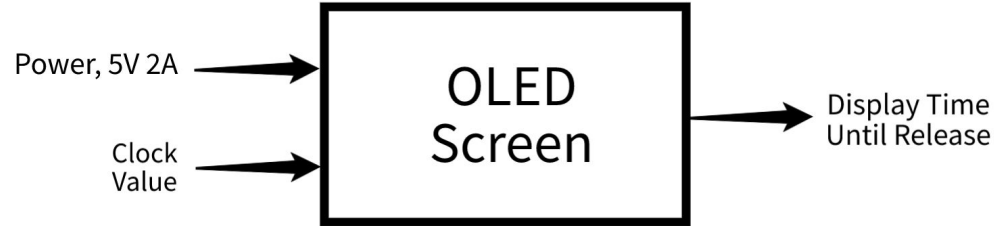
<i>Module</i>	Motor
<i>Inputs</i>	Power: 5V, 2A Buffered Input: Variable
<i>Outputs</i>	Movement: Preset physical movement
<i>Functionality</i>	Depending on the received input the motor will either rotate or not. This movement will aid other components.

Processor/Clock: Level 0



<i>Module</i>	Processor/Clock
<i>Inputs</i>	Power: 5V, 2A Input: Variable
<i>Outputs</i>	Buffered Input: Variable Clock Value: Variable and Clock timing combination
<i>Functionality</i>	This component will receive the button input and process it to set the clock value. Then it will continuously send it's clock value while buffering the input until the clock value ends where it sends the buffered input.

OLED Screen: Level 0



<i>Module</i>	OLED Screen
<i>Inputs</i>	Power: 5V, 2A Clock Value: Variable and Clock value combination
<i>Outputs</i>	Display Time: Visual
<i>Functionality</i>	This device takes the inputted clock value data and converts it into a readable visual of the time remaining until the next release of food.

Food Container: Level 0



<i>Module</i>	Food Container
<i>Inputs</i>	Fish Food: Physical objects Movement: Preset physical movement
<i>Outputs</i>	Release Fish Food: Kinetically Activate physical objects
<i>Functionality</i>	This container holds any inputted food until movement causes it to release its stored food