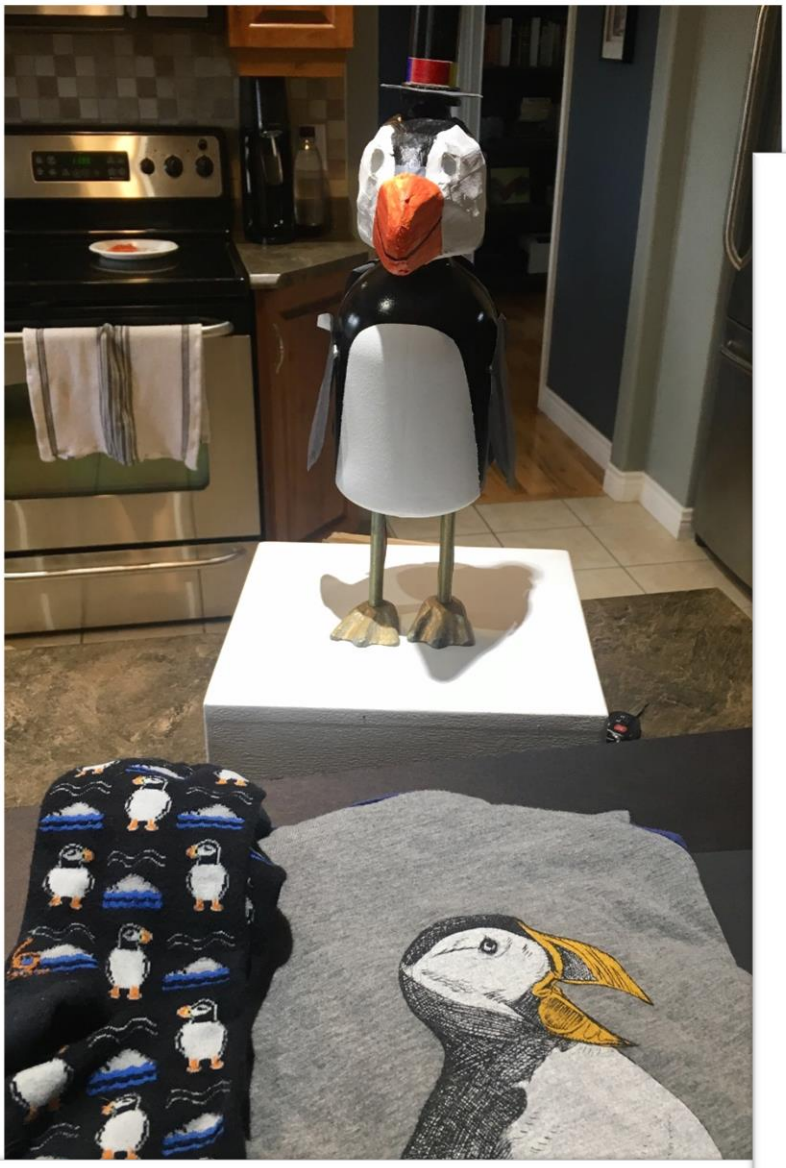
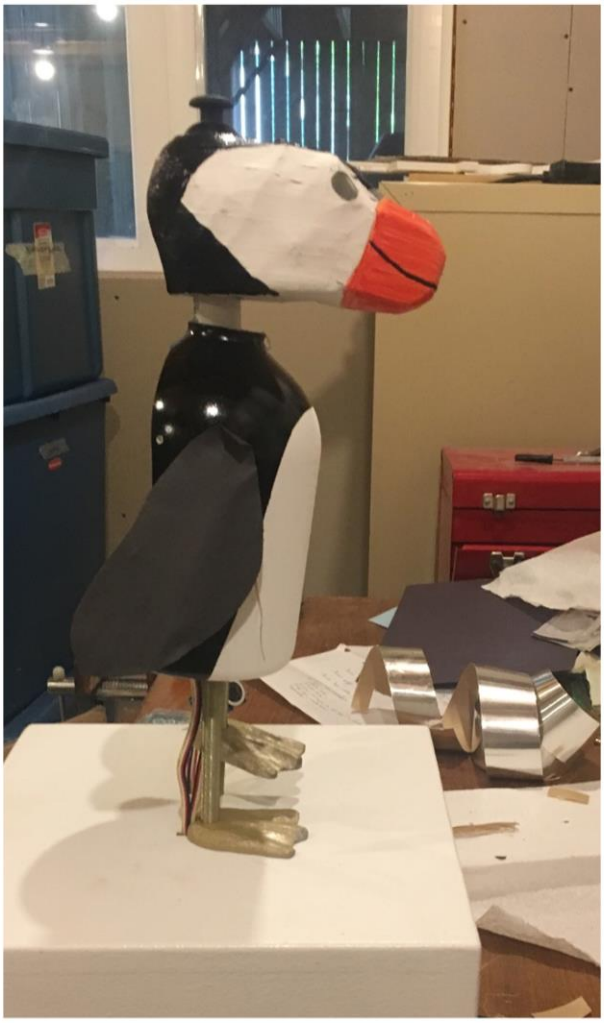
Arduino Powered Puffin Automaton





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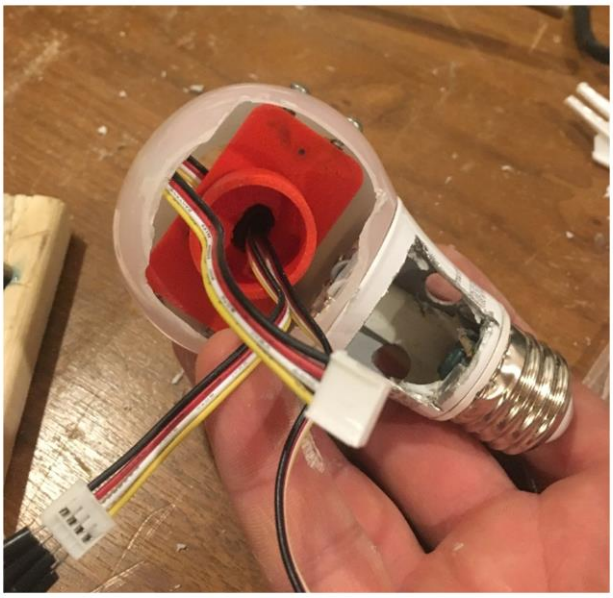


Playful Puffin Instructions

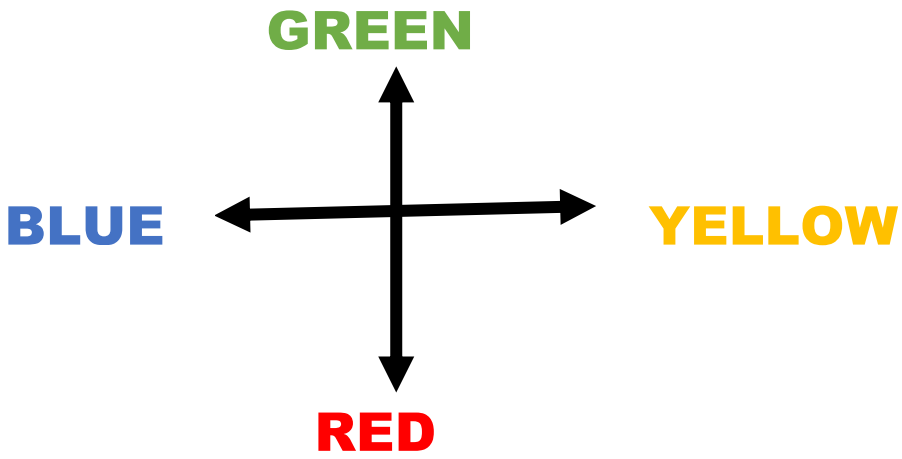
Click top hat downwards to switch modes.

Mode 0: Off

- Puffin makes no actions. Click top hat to switch modes.

Mode 1: Interactive

- Puffin indicates start of Mode 1 by flashing green eyes. Click top hat to exit.
- A light pat on the back will make Puffin happy. Puffin will be sure to say thanks.
- Tilting Puffin's top hat lightly off balance will cause Puffin some distress, and Puffin will let you know.
- Pushing Puffin's top hat strongly off balance will cause great irritation. You are sure to get an earful!

Mode 2: Memory Challenge

- Puffin indicates start of Mode 2 by flashing mauve eyes. Click top hat to exit.
- Memory Challenge: Can you memorize and recreate the color sequence?
- Puffin will wait for you to move the top hat off center to initiate Puffin's creation of a secret color sequence.
- Puffin will show you an eye color and then go dark. You must move the top hat in the corresponding direction to complete the level.
- Each subsequent level will add an additional color to the sequence you must memorize.
- Any error will result in Puffin choosing a new secret color sequence and making you start over.
- Complete level 5 and Puffin will celebrate your success with a sea shanty.