]Secrets and Safes Project:

Security Device Options

1. A system that alerts you when someone has opened a notebook of secrets
2. A device that sounds an alarm when a spy removes a priceless object from a locker, box, or safe
3. A system that notifies you when an intruder is detected in a restricted area

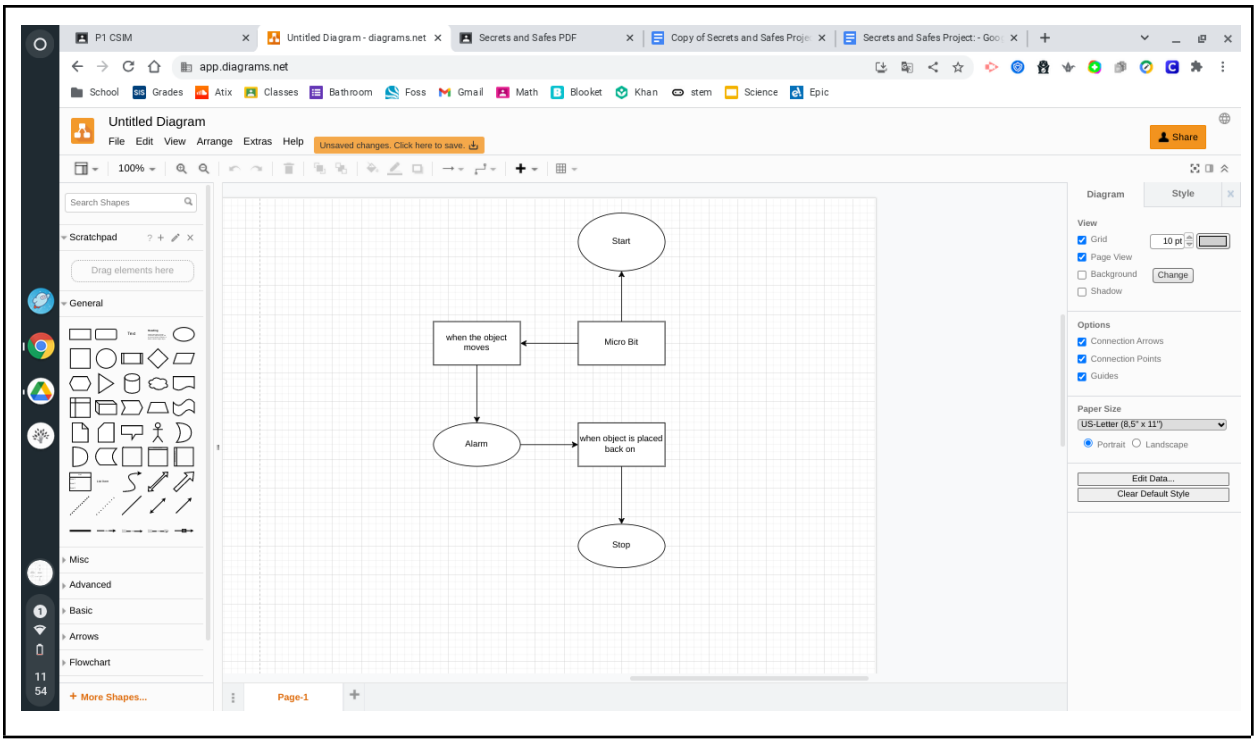
Design Requirements

- ☐ Your device uses at least one input component to trigger the alarm.

- ☐ Your device uses at least one micro:bit to run a program that receives and responds to environmental interactions. (Your team may choose to connect two micro:bits and work with one other team to create one security device.)
- ☐ Your device uses at least one output component to alert people.
- ☐ The user can activate and deactivate (turn on and off) the device as needed.

Group Members:

In the box below insert a picture of your designing phase of this project. This could be a screenshot or photograph of your design sketch, a picture or screenshot of your coding flowchart, or both.



In the box below describe how your project works. What security device did you choose? What are your inputs and outputs? How did you code these elements to work together?

What our project does is that when something is taken from the copper tape, the microbit will start to flash and play an alarm.

In the box below insert photographs or videos of your final project in action

In the box below post a link to your code on makecode.org (make sure you are grabbing the link to your published program and not simply from the address bar)

https://makecode.microbit.org/_7ifCLcVj4LLt