Knowledge of the capability and features of different sensor and actuator technologies is key to being able to implement interactive systems. In this activity you are to use the sensors and actuators available to create a ‘PARTY BOAT’. The PARTY BOAT should include as many different types of sensors and actuators as you can fit onto an Arduino board. It should attract as much attention as possible by receiving input from the environment and then providing feedback with actuation.

Deliverables:

- 1 PARTY BOAT from an Arduino
- 1 Presentation and Demonstration of said PARTY BOAT
- 1 Blog post of the PARTY BOAT project including:
  - 1 Photo of the PARTY BOAT
  - 1 Video of the PARTY BOAT
  - 1 Short description of the PARTY BOAT

The in-class team presentations are scheduled for Thursday, August 27th, 2015.

Peer evaluations and Blog Posts are Due by Sunday, August 30th, 2015.