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/*
 * Bungie Dragon
 *
 * Code for Milburn's Haunted Manor bugie dragon scare.
 * The guests come around a corner with a dim light on.
 * As the trigger button is pressed the dragon comes alive.
 * The dim light goes out and the dragon appears to be
 * breathing fire and smoke. The roar of the dragon will
 * take your breath away!
 * http://www.foolsquarter.com
 * http://www.milburnmanor.com
 * Tim Whitson - January 19, 2014
 * Please use and abuse this sketch as you like.
 */

#include <SoftwareSerial.h>
#include <MP3.h>

/** define mp3 class */
MP3 mp3;
const int  buttonPin    =  4; // the number of the pushbutton pin
const int  ledPin1      = 11; // spot light on dragon
const int  ledPin2      = 12; // inside dragon mouth
const int  ledPin3      = 13; // show them the way out
const int  relayPin1    =  5; // main 120vac light
const int  relayPin2    =  6; // fog machine

// Variables will change:
int ledState1 =LOW;          // the current state of the output pin
int ledState2 =LOW;
int ledState3 =LOW;
int relayState1 =LOW;
int relayState2 =LOW;
int buttonState =LOW;       // the current reading from the input pin

void setup()
{

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pinMode(buttonPin, INPUT);
pinMode(ledPin1, OUTPUT);
pinMode(ledPin2, OUTPUT);
pinMode(ledPin3, OUTPUT);
pinMode(relayPin1, OUTPUT);
pinMode(relayPin2, OUTPUT);
/** begin function */
mp3.begin();
/** set volum to the MAX */
mp3.volume(0x1F);
/** set MP3 Shield CYCLE mode */
mp3.set_mode(MP3::SINGLE);
}

void loop()
{
    digitalWrite(relayPin1, HIGH);           // begin with 120vac light on
        buttonState=digitalRead(buttonPin); // checks button state
    if(buttonState == HIGH)                 // if button is pressed
    {
        digitalWrite(relayPin1, LOW);       // turns off 120vac light
        delay(500);
        mp3.play_spi_flash(0x0001);        // plays mp3 file
        digitalWrite(ledPin1, HIGH);        // turns on spot light LED
        delay(2000);
        digitalWrite(relayPin2, HIGH);      // turns on fog machine
        delay(5000);
        digitalWrite(ledPin2, HIGH);        // turns on LED in mouth
        delay(3000);
        digitalWrite(relayPin2, LOW);       // turns off fog machine
        delay(4000);
        digitalWrite(ledPin1, LOW);         // turns off spot light LED
        digitalWrite(ledPin2, LOW);         // turns off LED in mouth
        delay(2000);
        digitalWrite(ledPin3, HIGH);        // turns on exit LED
        delay(8000);
        digitalWrite(ledPin3, LOW);         // turns off exit LED
    }
}

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        delay(1000);
    }
else // if button not pressed
{
    digitalWrite(ledPin1, LOW);
    digitalWrite(ledPin2, LOW);
    digitalWrite(ledPin3, LOW);
    digitalWrite(relayPin1, HIGH);
    digitalWrite(relayPin2, LOW);
}
}
```