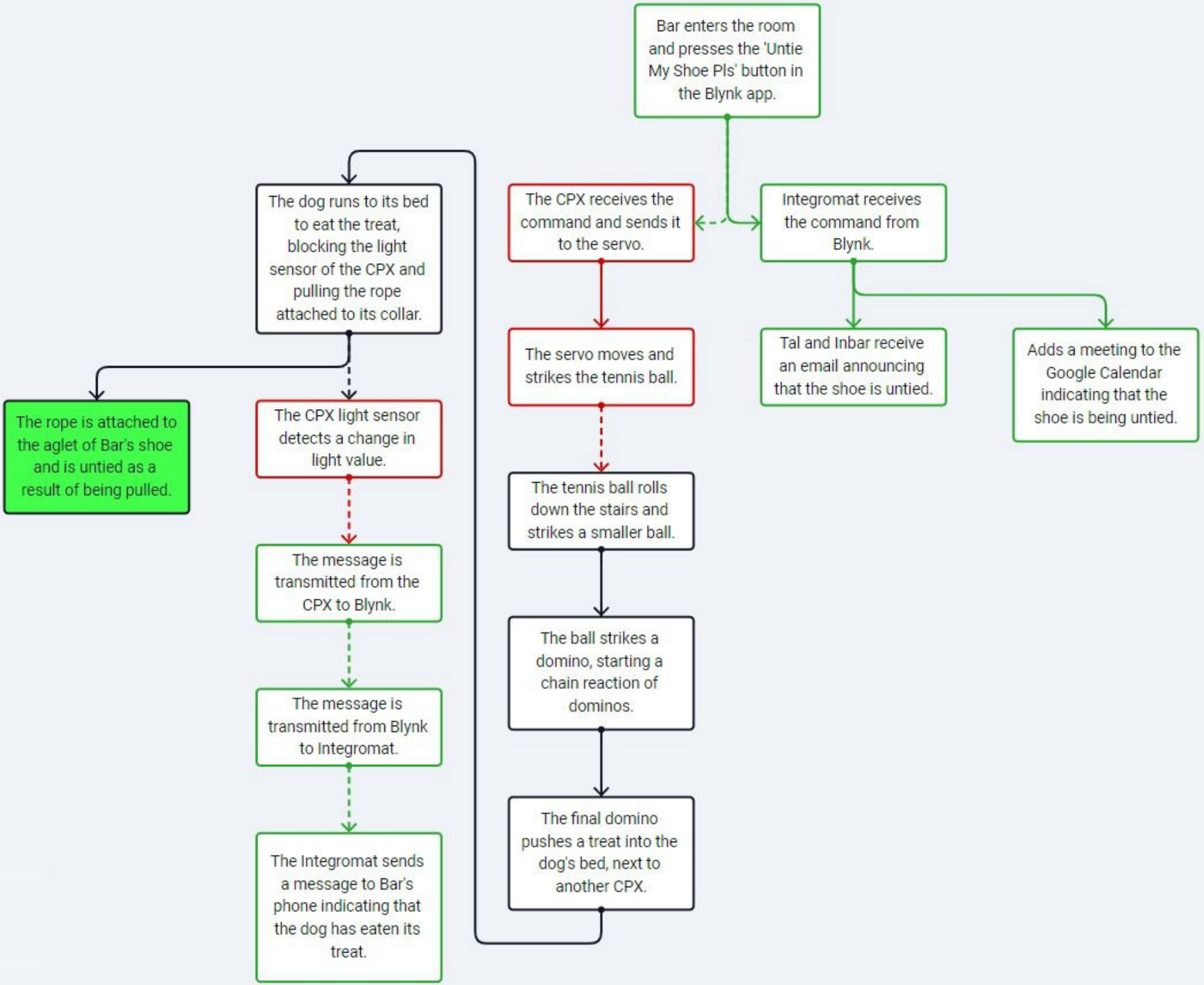
Bar enters the room and presses the 'Untie My Shoe Pls' button in the Blynk app.
Integromat receives the command from Blynk.
The CPX receives the command and sends it to the servo.
Tal and Inbar receive an email announcing that the shoe is untied.
Adds a meeting to the Google Calendar indicating that the shoe is being untied.
The servo moves and strikes the tennis ball.
The tennis ball rolls down the stairs and strikes a smaller ball.
The ball strikes a domino, starting a chain reaction of dominos.
The final domino pushes a treat into the dog's bed, next to another CPX.
The dog runs to its bed to eat the treat, blocking the light sensor of the CPX and pulling the rope attached to its collar.
The rope is attached to the aglet of Bar's shoe and is untied as a result of being pulled.
The CPX light sensor detects a change in light value.
The message is transmitted from the CPX to Blynk.
The message is transmitted from Blynk to Integromat.
The Integromat sends a message to Bar's phone indicating that the dog has eaten its treat.