Confused Ruler Clock

For the clock, the object that was picked is meant to look old and wise, as to win your trust when you look at it at a quick glance. It's associated with parents and grandparents who will try to tell you what to do because they know best. The clock has a ruler personality, so it tries to tell you what to do and stay in control no matter what. However, the confused aspect means that it doesn't always get things right. It rarely knows what time it is and even asks the user about the time. When it thinks it's time for dinner it might be 6 AM and you just want to get breakfast and go to school, but it'll keep bugging you to make dinner. Or you might be having breakfast and it tells you to go to bed, or else it'll try to ground you.

For the prototype I'll be working with the clock from our group project and integrate a google home and some led strips in it on the inside and around the back like an ambilight. The lights will light up when it speaks and usually be the color green when it's confused, red when it's angry and blue when it's just being authoritative. The google home will provide speech interaction through Dialogflow, which I'll try to hook up to an arduino or raspberry pi to control the lighting.