**Physical (Particle Electron)**

1. Put food in the box

2. Timer begins to count
   - Time < freshTime
     - Green light turns on
     - freshTime < Time < badTime
     - Yellow light turns on
     - Time > badTime
     - Red light turns on
     - Take food out of the box

**Digital (Blynk App)**

1. Notification to the App
   - Choose the food type
     - Adjust the setting
     - Remain the default setting
     - X days before decomposition, Y days before decomposition remind me

2. Confirm the setting
   - Timer begins to count
     - Time < freshTime
     - Notification to Email
     - Visual green light turns on
     - freshTime < Time < badTime
     - Notification to Email
     - Visual yellow light turns on
     - Time > badTime
     - Notification to Email
     - Visual red light turns on
     - Red light turns on
     - Take food out of the box

3. Overview of the food box
   - Reset the food box
   - Email