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#include <Adafruit_NeoPixel.h>

#define PIN 6 //light pin
int speaker = A2; //speaker pin
int speaker2 = 12;
int motor= A3; //motor pin
unsigned long time; //initializes variable for keeping track of time

Adafruit_NeoPixel strip = Adafruit_NeoPixel(12, PIN, NEO_GRB + NEO_KHZ800);

void setup()
{

  strip.begin();//lights
  strip.show(); // Initialize all pixels to 'off'
  pinMode(motor, HIGH);//initializes motor
  pinMode(speaker, OUTPUT);//initializes speaker
  pinMode(speaker2, OUTPUT);

}

void loop()
{
  time=millis();

  strip.show();

  if (time >= 600000) //turns off first light after 10 minutes
  {
    strip.setPixelColor(0,0,0,0);
  }
  else{
    strip.setPixelColor(0,0,75,0);
  }

  if(time>=1200000) //turns off second light after 20 minutes
  {
    strip.setPixelColor(1,0,0,0);
  }
  else{
    strip.setPixelColor(1,0,75,0);
  }

  if(time >= 1800000) //turns off third light after 30 minutes
  {

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    strip.setPixelColor(2,0,0,0);
}
else{
    strip.setPixelColor(2,0,75,0);
}

if(time>=2400000)    //turns off fourth light after 40 minutes
{
    strip.setPixelColor(3,0,0,0);
}
else{
    strip.setPixelColor(3,0,75,0);
}

if(time>=3000000)    //turns off fifth light after 50 minutes
{
    strip.setPixelColor(4,0,0,0);
}
else{
    strip.setPixelColor(4,25,75,0);
}

if(time>=3600000){    //turns off sixth light after 60 minutes
    strip.setPixelColor(5,0,0,0);
}
else{
    strip.setPixelColor(5,25,75,0);
}

if(time>=4200000){    //turns off seventh light after 70 minutes
    strip.setPixelColor(6,0,0,0);
}
else{
    strip.setPixelColor(6,75,75,0);
}

if(time>=4800000){    //turns off eighth light after 80 minutes
    strip.setPixelColor(7,0,0,0);
}
else{
    strip.setPixelColor(7,75,25,0);
}

if(time>=5400000){    //turns off ninth light after 90 minutes
    strip.setPixelColor(8,0,0,0);
}
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else{
  strip.setPixelColor(8,75,25,0);
}

if(time>=6000000){          //turns off tenth light after 100 minutes
strip.setPixelColor(9,0,0,0);
}
else{
  strip.setPixelColor(9,75,0,0);
}

if(time>=6600000){          //turns off eleventh light after 110 minutes
strip.setPixelColor(10,0,0,0);
}
else{
  strip.setPixelColor(10,75,0,0);
}

if(time>=7200000){
  theaterChase(strip.Color(127,0,0), 50); // Red flashing lights
  digitalWrite(motor,HIGH); //turns on vibe motor
  scale(); //plays tone
}
else{
  strip.setPixelColor(11,75,0,0);
}
}

void flash ()
{
  strip.setPixelColor(11,0,0,0);
  delay(1000);
  strip.setPixelColor(11,75,0,0);
  delay(1000);
}

void beep (unsigned char speaker, int frequencyInHertz, long timeInMilliseconds)
// sound producing function
{
  int x;
  long delayAmount = (long)(1000000/frequencyInHertz);
  long loopTime = (long)((timeInMilliseconds*1000)/(delayAmount*2));
  for (x=0;x<loopTime;x++)
  {

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        digitalWrite(speaker,HIGH);
        delayMicroseconds(delayAmount);
        digitalWrite(speaker,LOW);
        delayMicroseconds(delayAmount);
    }
}

void scale ()
{
    beep(speaker,4186,700);    //C: play the note C
    beep(speaker,5274,700);    //D
}

//Theatre-style crawling lights.
void theaterChase(uint32_t c, uint8_t wait) {
    for (int j=0; j<10; j++) { //do 10 cycles of chasing
        for (int q=0; q < 3; q++) {
            for (int i=0; i < strip.numPixels(); i=i+3) {
                strip.setPixelColor(i+q, c); //turn every third pixel on
            }
            strip.show();

            delay(wait);

            for (int i=0; i < strip.numPixels(); i=i+3) {
                strip.setPixelColor(i+q, 0); //turn every third pixel off
            }
        }
    }
}

```