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Let's get cooking →

Responsible Party:Rob
Nappi Company
name:EatFigo Corp
Address: 831 NE 20th AVE Fort Lauderdale, FL 33304
Tel:13102944678
E-mail:Info@eatfigo.com

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SCAN ME

The Quick Start Guide

1. *Download the Figo app, using the QR code.*

2. Fill the water tank to the fill line with room temperature water.

3. Vacuum seal your meal by pressing the bottom button.

4. Lift the sous vide tank lid and place your sealed meal inside.

5. Plug in your Figo and press the top button.

6. Set the perfect cook time in the app.

🔵 *Your meal is cooling*   🔴 *Your meal is cooking*   🟢 *Your meal is ready!*

Blinking: 🟣 Your meal is **Sealing**   🟢 Your meal is **done!**

Have a question?
Email us info@eatfigo.com

Cooking up something delicious?
Tag us @eatfigo

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Functions / Test Plan

Functional Overview

- Vacuum Sealing: Attach the vacuum sealer accessory and press the bottom button until the sealing process completes, indicated by the purple light.
- Cooling: Load food and set the cooling function via the app or by pressing the top button, indicated by the blue light.
- Cooking: Input meal settings into the app; the device prepares by pumping water (purple light), then cooks (red light), and concludes with a water out process (green light), readying the device for the next use.

This document integrates detailed operational guidelines with succinct test plans for each function, ensuring a thorough understanding and effective evaluation of the multi-functional device's capabilities.

Functions / States

Vacuum Sealing
Bottom Button = Vacuum
 (Light will be pulsing Purple)

To turn on State **MUST** be
Bottom Button pressed
State = Idle

States **CANNOT** be
Water State ≠in or out

To turn OFF State MUST be
Bottom Button released

Operational State –>

Vacuum System State Transition Description

Turning ON the Vacuum System:

- Initial Condition: The system must be in an 'Idle' state to activate vacuum. This status implies that the system is not engaged in any water moving activity.
- Action Required: To activate the vacuum system, the user is required to hold the Bottom Button.
- Resulting State: Upon pressing the Bottom Button, the system starts the air pump 'Vacuum sealer. In this state, the system's indicator light will pulse purple, signifying that it is actively engaged in vacuuming.
- Operational Constraints: The transition to 'Vacuum sealing,' this is contingent upon the water state not being 'in' or 'out'. The system's firmware prevents activation of the vacuum function if these conditions are present, ensuring the system operates under safe and appropriate circumstances.

Turning OFF the Vacuum System:

- Action Required: The system is designed to deactivate the air pump / vacuum sealer function as soon as the Bottom Button is released.
- Resulting State: Following the release of the Bottom Button, the vacuum system will cease its operation. System's indicator light will turn off, signaling that the air pump or vacuum sealer is no longer active.

Additional Considerations:

- The design includes a neutral 'Idle' state as a foundational aspect, allowing the system to transition smoothly between non-operational and operational states.
- Detailed requirements for system activation and deactivation ensure that the vacuum function operates effectively and safely, guided by specific conditions and user actions.

Cooling State from Device or Application

Cooling
Top Button Pressed = Cooling
(Light will be Blue)

To turn on State MUST be
State = Idle
Water State = tank

States can not be
Water State ≠ comp, in or out

To turn off user can press
Both Buttons at the same time
Or App/server sets the water in
State will stay at idle

Device Status
Operational State ->

More details below

Device Status	
Name	EatFigo
Device Connection State	connected
State	cooling
Water State	tank
Cooking Time	30
Device Temperature (°F)	54
Desire Temperature (°F)	129
Is Vacuum ON ?	No
No Water alarm	No

ID: 2b01d8e6-e6b2-2ad2-8c03-fcb467b88496

Cooling System State from Top Button Transition Description

Turning ON the Cooling System from button

- Initial Condition: The system must be in an 'Idle' state with the water source set to 'tank'. This implies that the system is not filled with water, and it is prepared to start the cooling process.
- Action: To initiate the cooling process, the user must press the Top Button.
- Resulting State: Upon activating the top button, the system starts 'Cooling'. Device status should be idle when cooling with button.
- System's indicator light will turn solid blue, signaling that it is actively cooling.
- Constraints: It is crucial that the water state is specifically set to 'tank'. The system will not transition to the 'Cooling' state if the water source is set to 'comp', 'in', or 'out'.

Turning OFF the Cooling System:

- Actions:
  - Manual Shutdown: The user can turn off the cooling system by pressing both the Top and Bottom buttons simultaneously. This action will immediately halt the cooling process.
  - Remote Shutdown: Alternatively, the cooling system can be shut down remotely via an app or server command that changes the water state to 'in'. This turns off the cooling.
- Resulting State: After turning off the system through either method, the system returns to the 'Idle' state. In the 'Idle' state, the system is not actively cooling but remains ready for a subsequent activation.

Additional Considerations:

- The 'Idle' state serves as a neutral or standby state from which the system will remain inactive until further action is taken.
- The system's design ensures safety and energy efficiency by requiring specific conditions to be met for activation and providing clear, manual, and remote options for deactivation.

Remote Activation of the Cooling System via App

Turning ON the Cooling System from App

- Initial Conditions: To activate the cooling system through the app, prerequisites must be met:
    - The system should be in an 'Idle' state, indicating it is not currently engaged in any active process.
    - The water state **must** be set to 'tank'
    - The user must select the "Pre-Cooling" option while setting up a meal within the app. This selection indicates the user's intent to initiate the cooling process in anticipation of the meal time.
- Action via App: Activation of the cooling process is tied to the meal settings within the app. When setting up a meal, the app provides an option for the "Pre-Cooling" feature. Selecting this option schedules the system to start cooling automatically before the mealtime, ensuring the system reaches a safe temperature in advance. Light turns solid blue when in 'Cooling' state

Turning OFF the Cooling System from App:

- Upon Activation:
    - With the "Pre-Cooling" feature enabled and conditions met, the system transitions from 'Idle' to 'Cooling' state as the scheduled meal starts.
    - The indicator light on the device turns solid blue, signaling the system is actively cooling. This visual cue confirms the system's response to the app's pre-cooling command.
- Constraints:
    - The transition to the 'Cooling' state is conditional upon the water state being set to 'out'. This requirement mirrors the manual activation process, ensuring consistent operational conditions regardless of activation method.

Deactivating the Cooling System:

- Remote Shutdown: Cooling system can be turned off remotely through the app. This is typically done by cancelling the meal, which commands the system to cease cooling operations if state is cooling.
- Returning to Idle: Following remote shutdown method, the system returns to the 'Idle' state. This state indicates that the system has stopped cooling and is ready for the next operation.

Water in State

Server set water in

(Light will be purple)

To turn on State MUST be
State = Idle
Water State = tank

States can not be
State = Cooling
Water State ≠ comp or out

To turn off –
Firmware will turn off once 5 minutes time has passed and water is completely in the compartment

State will go to comp

Device Status
Operational State ->

More details below

Device Status

ID: 2b01d8e6-e6b2-2ad2-8c03-fcb467b88496

Name	EatFigo
Device Connection State	connected
State	cooking
Water State	in
Cooking Time	30
Device Temperature (°F)	73
Desire Temperature (°F)	129
Is Vacuum ON ?	No
No Water alarm	No

Water In State Transition and Management Process

As part of the device's operation, transitioning into a "Water In" state is a crucial step for preparing the system for cooking activities. This process involves filling the device with water from the tank, a step automatically initiated by the server under specific conditions. The "Water In" state ensures the device is adequately prepared with the necessary water supply for cooking, following predefined criteria for activation.

Process Description:

- Server-Initiated Activation: The transition into the "Water In" state is automatically initiated by the server, indicating the start of the water filling process. This step is essential for preparing the device for its next cooking cycle.
- Indicator Light: Upon entering the "Water In" state, the device's indicator light turns purple. This visual cue informs users that the device is currently in the process of filling with water, enhancing transparency and user awareness.
- Initial Conditions for Activation:
  - The device must be in an 'Idle' state, ready to accept new commands without being in the middle of another process.
  - The water state must be 'tank', ensuring the device draws water from the correct source.
- Constraints on Activation:
  - The device cannot transition to the "Water In" state if it is in a 'Cooling' state, ensuring operational consistency and preventing conflicts between cooling and water filling processes.
  - The water state cannot be 'comp' or 'out', reinforcing the requirement that the device must start from a standard baseline (water from the tank) for cooking preparations.

Completion of Water In Process

The "Water In" state has an automatic deactivation feature, ensuring the device seamlessly transitions out of this state upon completing the water filling process. Cooking state will start water test and cooking process after one minute of filling. Device's firmware is programmed to conclude the "Water In" state after 5 minutes,, the system automatically updates the water state to 'comp'. This update signifies that the device is now filled with water.

Cooking State

Meal set from App = Cooking
(Light will be Red)

To turn on State MUST be
State = Idle
Water State = comp or in

States can not be
Water State ≠ tank or out

To turn off user can
App/server sets Cancel the meal
or the water out function

State will go to Idle

Device Status
Operational State ->

More details below

ID: 2b01d8e6-e6b2-2ad2-8c03-fcb467b88496

Name	EatFigo
Device Connection State	connected
State	cooking
Water State	comp
Cooking Time	30
Device Temperature (°F)	156
Desire Temperature (°F)	157
Is Vacuum ON ?	No
No Water alarm	No

Cooking Process Activation via App

Turning ON the Cooking System from App

- Initial Conditions: For the system to initiate the cooking process via the app, certain criteria must be satisfied:
    - The system must be in an 'Idle' state, indicating it is currently not performing any functions.
    - The water source must be set to either 'comp' or 'in'
- Conditions: Water state conditions for cooking. The system is designed to prevent cooking when the water state is set to 'tank' or 'out', ensuring that the appropriate water state ('comp' or 'in') is selected for cooking operations.
- Action via App: Setting up a meal involves setting and scheduling the meal. This command sets the system to activate the heating element for the meal time.
- Resulting State:
    - Following the app's cooking command, with all conditions satisfied, the system moves from 'Idle' to 'Cooking' state. Light will be red
    - The indicator light switches to red, indicating that the system is actively engaged in the cooking process.

Additional Resulting State for Water Check:

- Heating Element Activation: Once in the 'Cooking' state, the heating element activates for 15-second then off for 30 seconds within this period, to verify the presence of water. If the temperature is -253 (No reading) or rises 10 degrees above 200F, this indicates no water is detected:
    - The "No Water Alarm" is triggered, indicating the absence of water. This alarm is a critical safety feature designed to prevent potential damage or hazards associated with dry heating.
    - Following the alarm, the system will cease the cooking process and revert to the 'Idle' state. This ensures the system remains safe and must reset.

Turning OFF the Cooking System from App

- Remote Shutdown Options:
    - Cancel the Meal: Users can stop the cooking process by using the app to cancel the meal preparation. This action is a direct command that informs the system to cease cooking operations.
    - Water Out Function: Another method to terminate the cooking process involves triggering the water out function via the app or server.

- Resulting State: Following either shutdown action, the system returns to the 'Idle' state. If meal is cancelled and the water state is still comp, the app will prompt the user asking if water should be emptied using the water out function. If yes water state will be set to out. If no the water will stay in the comp state. This transition signifies that the system has ceased cooking activities and is once again in a idle state, ready for the next operation.

Transition to Cooked State and Completion Process

Once the cooking process is successfully completed, State will change to Cooked. The server plays a pivotal role in transitioning the system's state to 'Cooked'.

Process Description:

- Server-Initiated State Change: At the completion of the cooking cycle, the server automatically updates the system's state to 'Cooked'. This change is essential for triggering the subsequent steps in the meal preparation and device readiness. Device is still heating and circulating.
- Indicator Light Change: Concurrent with the state change, the system's indicator light shifts to green pulse. This visual cue signifies to the user that the cooking process has concluded, and the meal is ready.

Completing the Meal and Water Management

- Activation of Water Out Functionality: In the 'Cooked' state, the top button on the device is enabled specifically for initiating the "Water Out" function. This design ensures that post-cooking water management is a user-initiated action, allowing for flexibility based on the user's readiness to proceed with meal serving and device cleaning.

Following the meal's completion and the system's transition into the 'Cooked' state, the user can initiate the final steps to complete the meal preparation and begin the device's reset process for future use.

Water Out Activation Methods

In the 'Cooked' state, users are presented with two methods for starting the "Water Out" process, each designed to suit different user preferences and situations.

Water out Process Description:

- Via the Top Button on the Device: Users can manually start the "Water Out" process by pressing the top button on the device. This ensures that users can quickly and easily initiate water removal as part of the post-cooking cleanup, even if they do not have immediate access to the app.
- Through the Water Out Button on the App: For users who prefer digital control or might not be physically near the device, the "Water Out" function can also be activated through a dedicated button within the app. This option adds a layer of convenience and remote accessibility, allowing users to manage the device's cleaning process from their smartphones.
- Indicator Light: the system's indicator light shifts to solid green during water out
- Water Removal and System Reset: Regardless of the activation method, the "Water Out" process involves the system removing the used water, water state is changed to out. The system is designed to recycle water back to the tank. Once the process is complete, the device returns to an 'Idle' state with the indicator light reverting to its default setting, signifying readiness for the next use.

Cooling Process Prompt when water state is comp

Adjusting for Water State:

- Initial Conditions: To initiate the cooling process through the app, the system must first meet these criteria:

- The system is in an 'Idle' state, signaling readiness for a new operation
- Water state is set to 'tank' for cooling to commence.
- Water State Check: If the water source is detected as 'comp' (indicating it's prepared for cooking rather than cooling), the app introduces an additional step:
  - User Prompt: The app will prompt the user with a choice to empty the water (from 'comp' to 'tank; using the out function) to begin the cooling process. This interaction ensures the user has control over the transition between cooking and cooling modes.
  - User Decision:
    - If Yes: The app initiates water out to empty the water to transition the water state from 'comp' to 'tank'. After this process, the cooling operation can start as per the user's request.
    - If No: The device remains in its current state, prepared for cooking with the water state as 'comp'. In this scenario, the device will not transition into cooling mode, acknowledging the user's preference to retain the water state suitable for cooking.

Resulting State:

- Upon User Agreement to Empty Water:
  - The system prepares for the cooling process by adjusting the water state as needed. Once the water state is adjusted, the system can transition from 'Idle' to 'Cooling', with the indicator light turning solid blue, signaling active cooling.
- Without Water Adjustment:
  - The system remains in the 'Idle' state with the water state as 'comp', ready for cooking operations. This readiness reflects the system's flexibility and user control over its functions, prioritizing user preferences in operational modes.

Enhanced Cooling Activation:

This additional step in the cooling process activation through the app underscores the system's adaptability and user-centric design, providing a seamless transition between cooking and cooling modes based on user input and system conditions. It highlights the importance of user control and system safety, ensuring the device operates under optimal conditions for each intended function.

Test Plan for the Vacuum Function of Figo

Features to be Tested

- Vacuum Functionality: Includes starting, operating, and stopping the vacuum.
- User Interface: Responsiveness and accuracy of physical button interaction
- Indicator Lights: Functionality of indicator light turning purple during operation.
- Safety Features: Effective operation of safety mechanisms during the process.

Pass/Fail Criteria

- Pass: The vacuum function activates/deactivates correctly, responds to user inputs as expected, and the indicator light behaves correctly. Safety features must operate as designed.
- Fail: Failure occurs if the vacuum function does not start/stop as intended, responds incorrectly to user inputs, indicator light malfunctions, or safety mechanisms fail to activate under test conditions.

Test Plan for the Cooling Function of Figo

Features to be Tested

- Cooling Functionality: Evaluation of the cooling process's initiation, operation, and termination.
- User Interface: Assessment of the device and app controls for starting and stopping the cooling function.
- Indicator Lights: Verification of the indicator light turning blue during cooling operations.
- Water State Management: Examination of the device's handling of water states during the cooling function.

Pass/Fail Criteria

- Pass: The cooling function initiates and terminates as per user inputs, the indicator light turns blue during operation, and the function complies with water state requirements without compromising safety.
- Fail: Failure is declared if the cooling function does not start or stop as intended, the indicator light malfunctions, or if safety mechanisms fail to engage when necessary.

Test Plan for the Cooking Function of Figo

Features to be Tested

- Cooking Functionality: Assessment of the process for initiating, maintaining, and concluding the cooking function.
- User Interface: Testing the device's physical controls and app-based commands for managing the cooking function.
- Indicator Lights: Verification of the indicator light turning red during cooking operations to signal active cooking mode.
- Water Management: Evaluation of the Water In and Water Out processes associated with the cooking function, including automatic and user-initiated actions.
- Safety Mechanisms: Examination of safety features during cooking, such as temperature control and the no water alarm. If the temperature is -253 (No reading) or rises 10 degrees above 200F, this indicates no water is detected:

Pass/Fail Criteria

- Pass: The cooking function performs as expected across all test scenarios, including accurate user interface responses, correct indicator light behavior, proper water management, and effective activation of safety features.
- Fail: Failures include incorrect operation of the cooking function, unresponsive or inaccurate user interface actions, malfunctioning indicator lights, improper water state management, or failure of safety mechanisms to activate when needed.
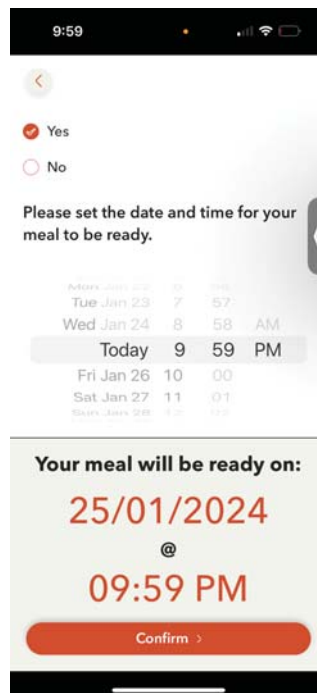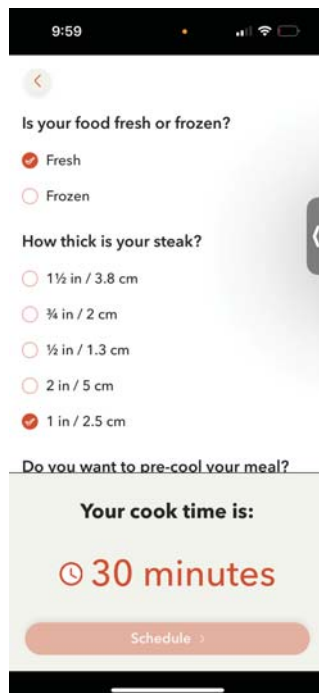
Use case –

1. Attach Vacuum sealer, seal the food using the bottom button
   a. (Hold button until sealed)

2. Load the food in the front and water in the rear tank
    a. If you want to cool press the top button
    b. Set cooling function via App by enabling pre cool setting
        i. Blue light will indicate the system is cooling

3. Set meal setting and ready time into the Figo app (user inputs)

4. When the time is ready to cook, device will pump water from tank (Purple Light)

5. Once all the water is pumped into the front, device will cook (red light)

6. After cooking time is reached the water out button will be available. Light will **pulse** green.

7. Once water out is activated the unit will push water back to the tank (**solid** green) When cooked, Top button can activate water out state.

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FCC Compliance Statement for Figo

This device complies with Part 15 of the FCC Rules. Its operation is subject to the following two conditions:

This device may not cause harmful interference.
This device must accept any interference received,
including interference that may cause undesired operation.
Notice Regarding Equipment Testing:

Figo has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential environment. This equipment generates, uses, and can radiate radio frequency energy. If not installed and used in accordance with the instructions, it may cause harmful interference to radio communications. There is no guarantee that interference will not occur in a particular installation. If Figo does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient or relocate the receiving antenna.
Increase the separation between the equipment and the receiver. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
Consult the dealer or an experienced radio/TV technician for assistance.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

FCC RF Exposure Warning Statements:
This equipment complies with FCC radiation exposure limits set forth
for an uncontrolled environment. This equipment shall be installed
and operated with minimum distance 20cm between the radiator & body.