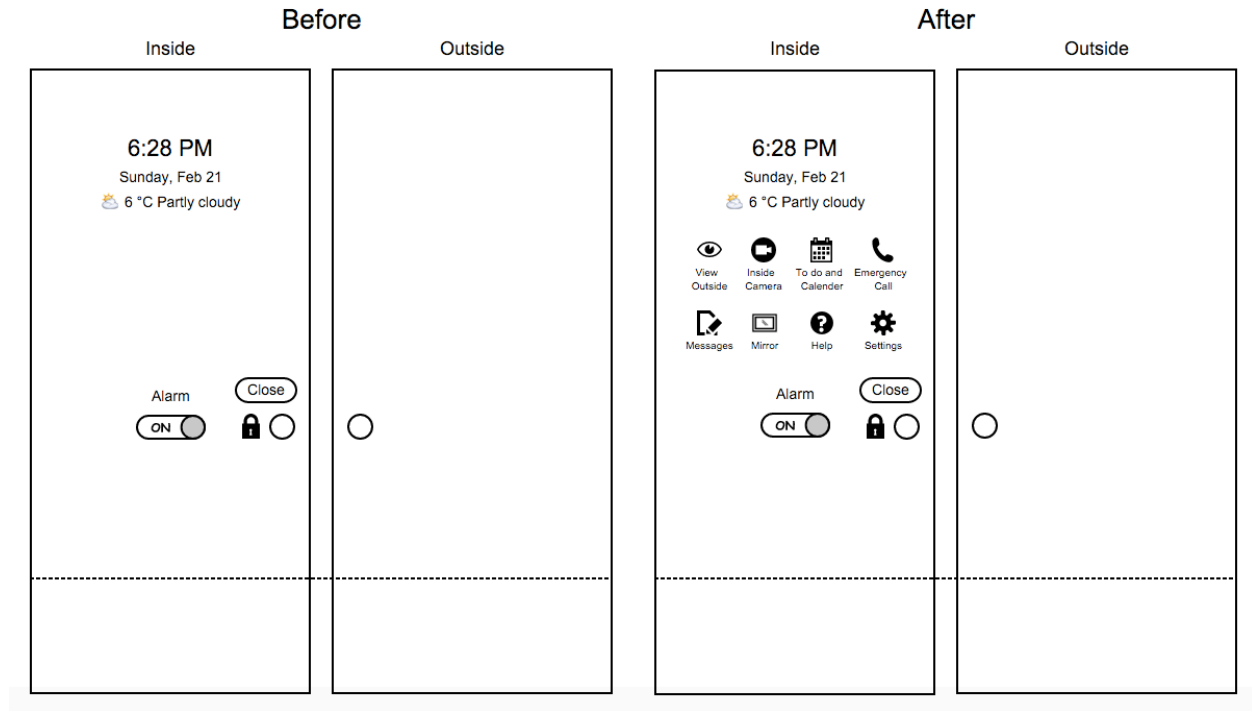


Portal to the Future

1. Near and far



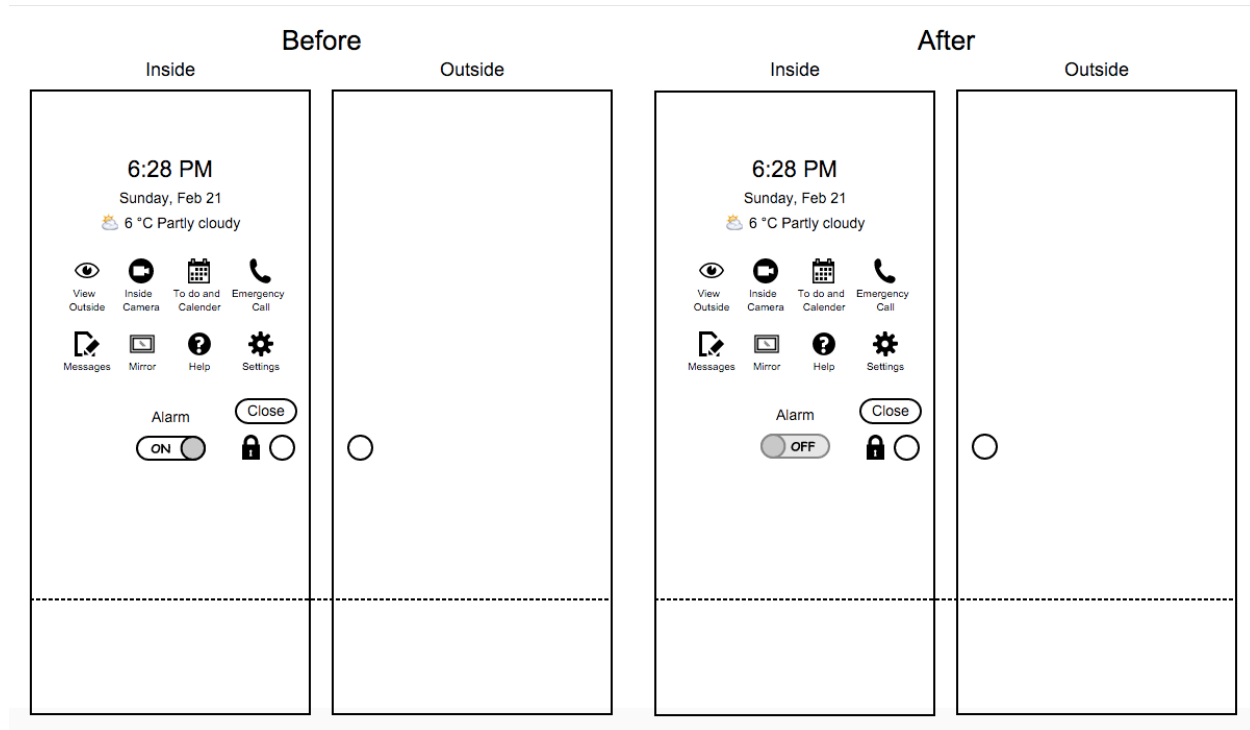
Before:

- The user is far away from the door on the inside.
- The door displays the basic options, date, time and weather.
- The user approaches the door or stands near it.

After:

- The available options are displayed on the inside of the door.

2. Alarm on and off



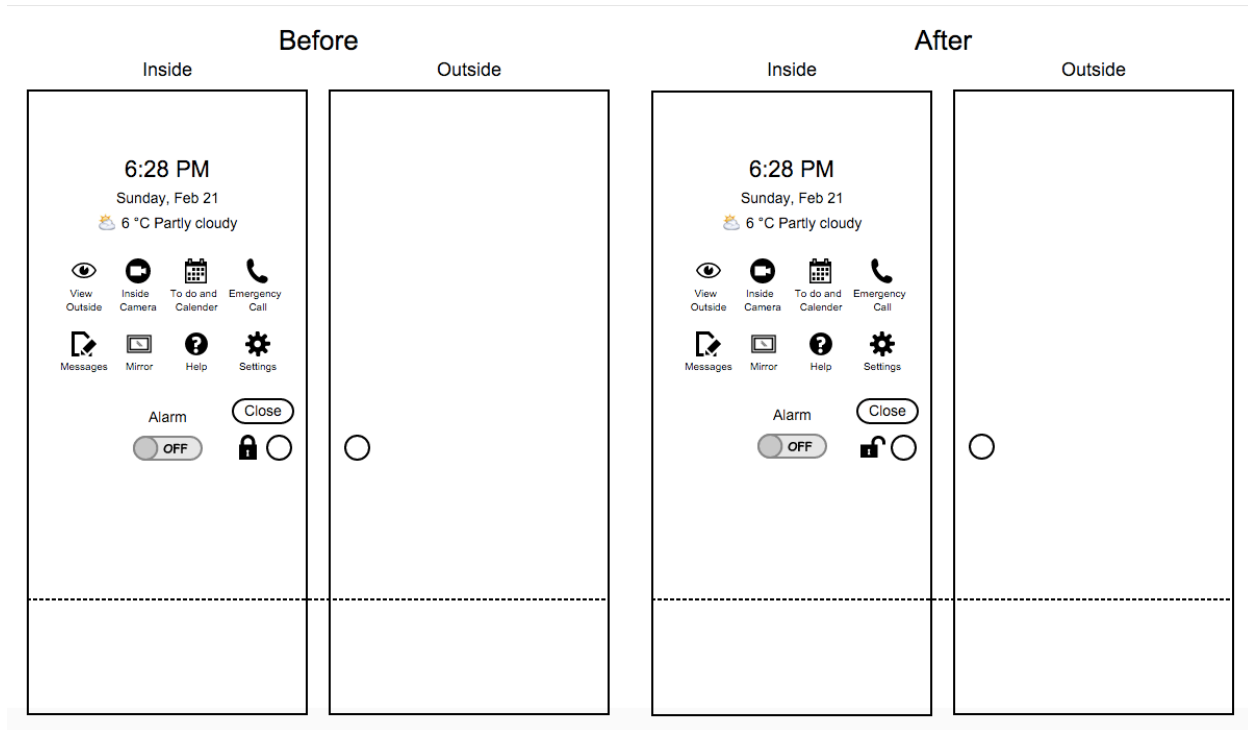
Before:

- The alarm is currently on; the status is shown using the text on the alarm slider button.
- The user wants to switch off the alarm.
- The user swipes the alarm slider from on to off.

After:

- The alarm is switched off.
- The status of the alarm is shown using the text on the alarm slider button.

3. Lock and unlock



Before:

- The door is currently locked and closed and the alarm is off; the status is shown using the lock symbol next to the door knob.
- The user wants to unlock the door.
- The user taps on the lock button.

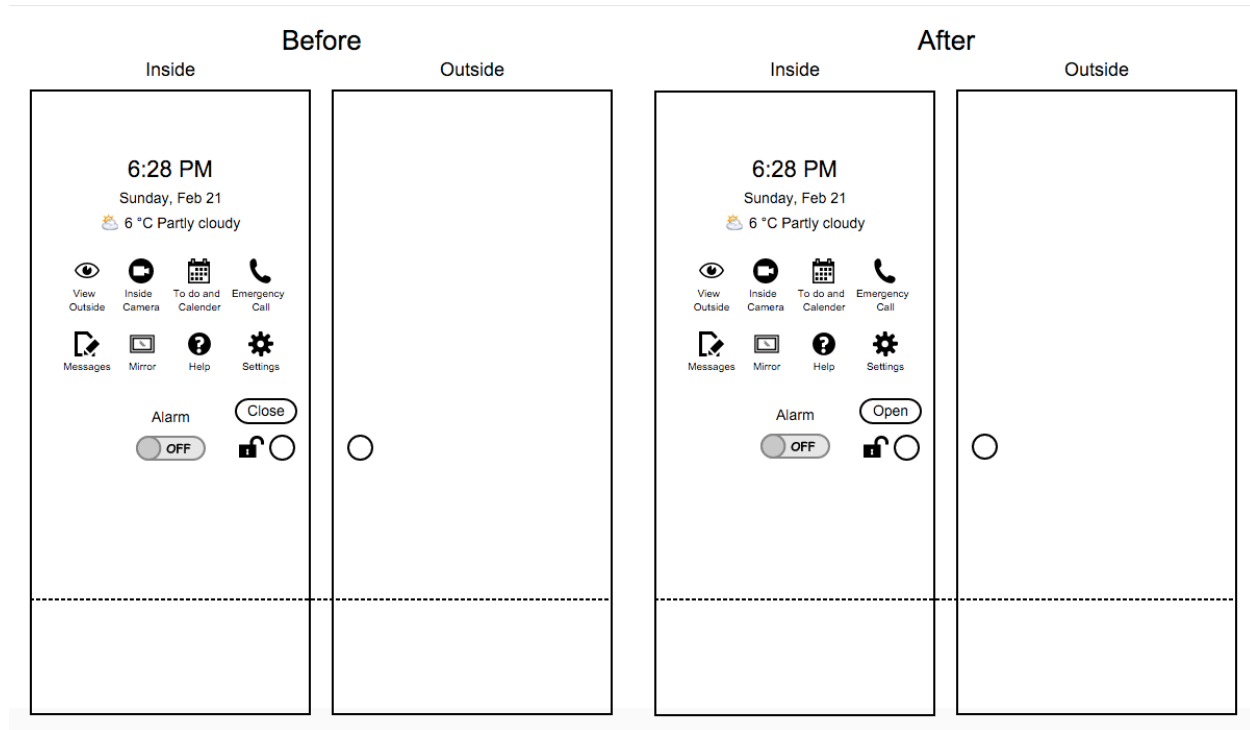
After:

- The door is unlocked.
- The status of the door is shown using the unlock symbol next to the door knob.

Other cases:

- If the alarm is on when the user attempts to unlock the door, the alarm sounds.

4. Open and close



Before:

- The door is unlocked and closed and the alarm is off; the status is shown using the text on the alarm slider, the unlock symbol and the text on the button above the door knob.
- The user wants to open the door.
- The user taps on the button that is right above the door knob.

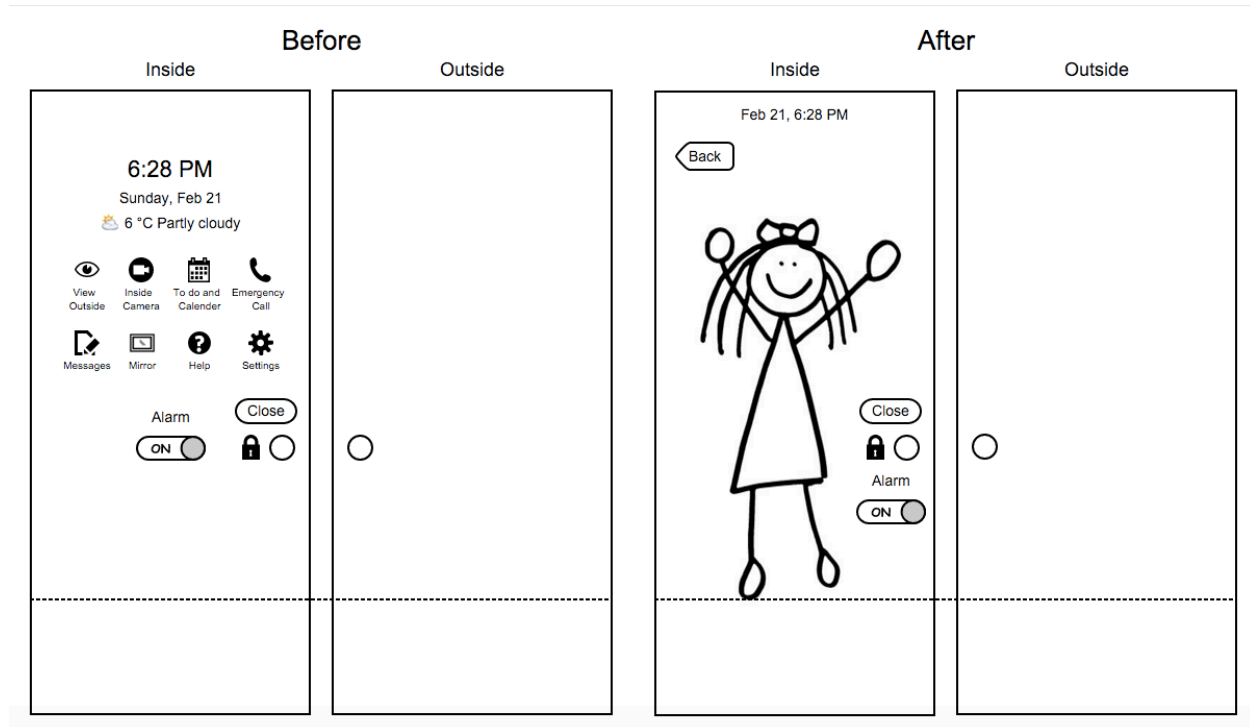
After:

- The door is opened.
- The status of the door is shown using the text on the button above the door.

Other cases:

- The door cannot be opened when it is locked.

5. View outside



Before:

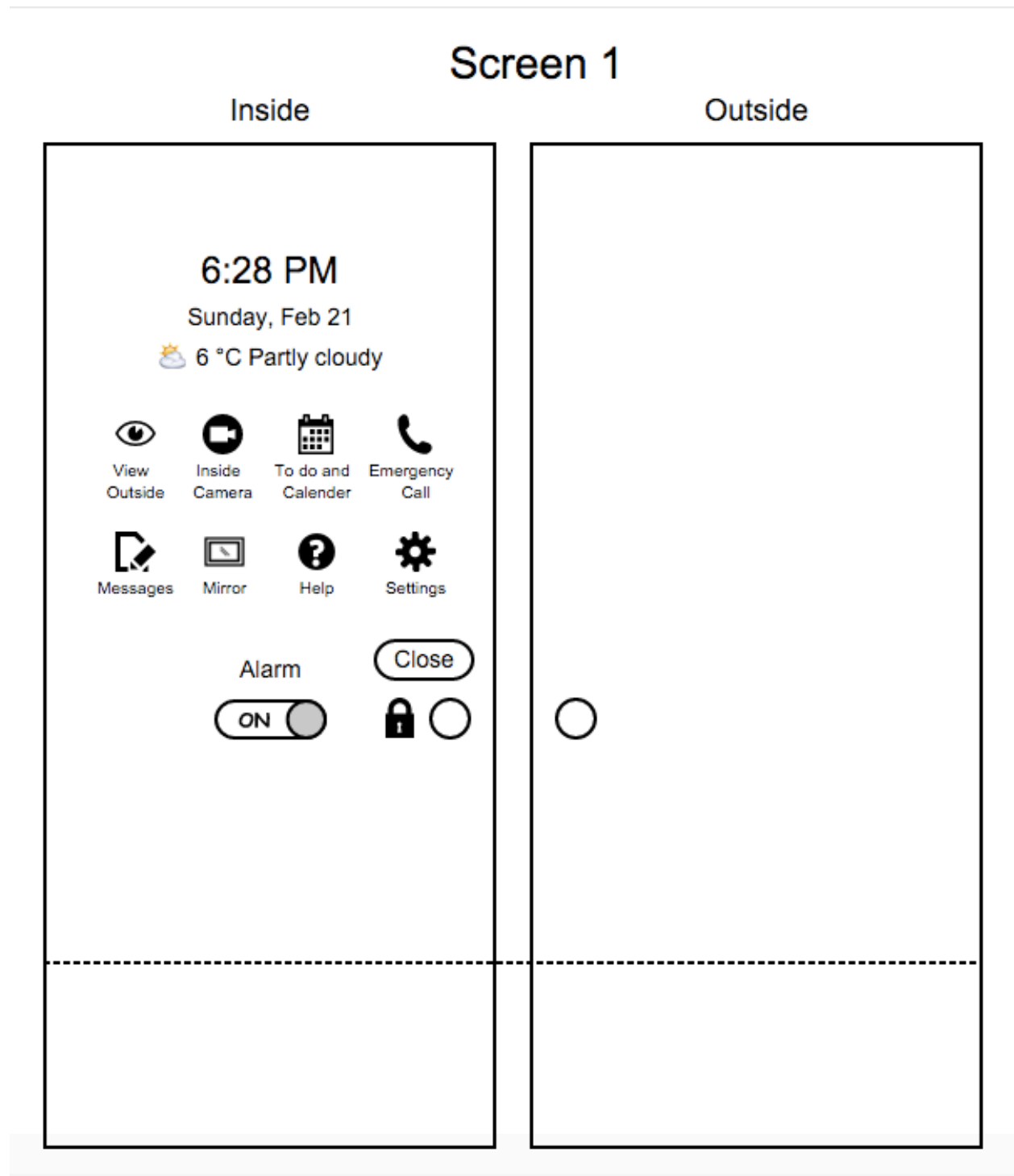
- The user is near the inside of the door and wants to see what's outside.
- The user taps on the 'View Outside' option.

After:

- The inside of the door shows the live feed of what's outside (see through mode).
- The user has the option to end the see through mode by pressing on the 'Back' button.

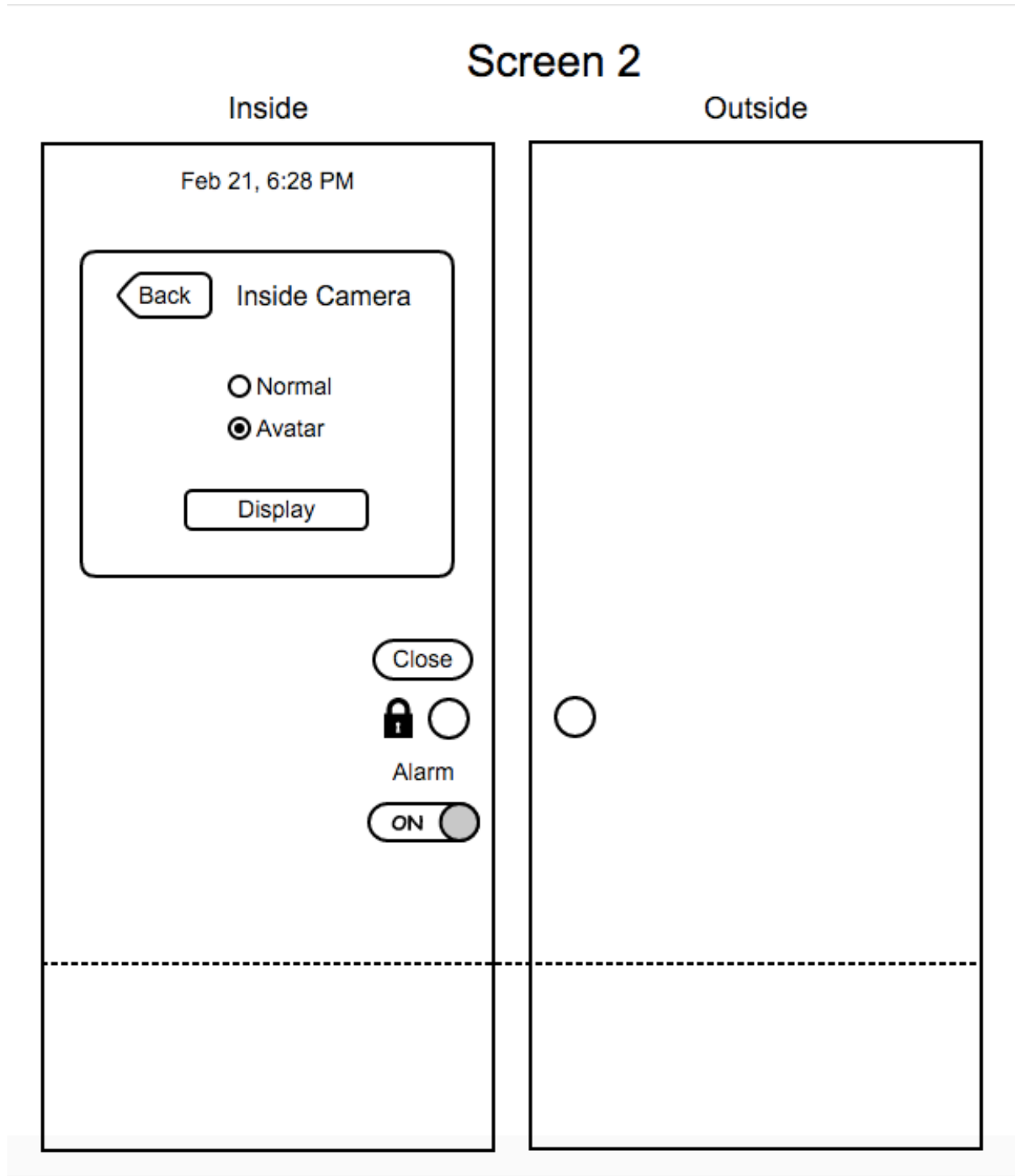
6. Inside camera

- The user is near the inside of the door.



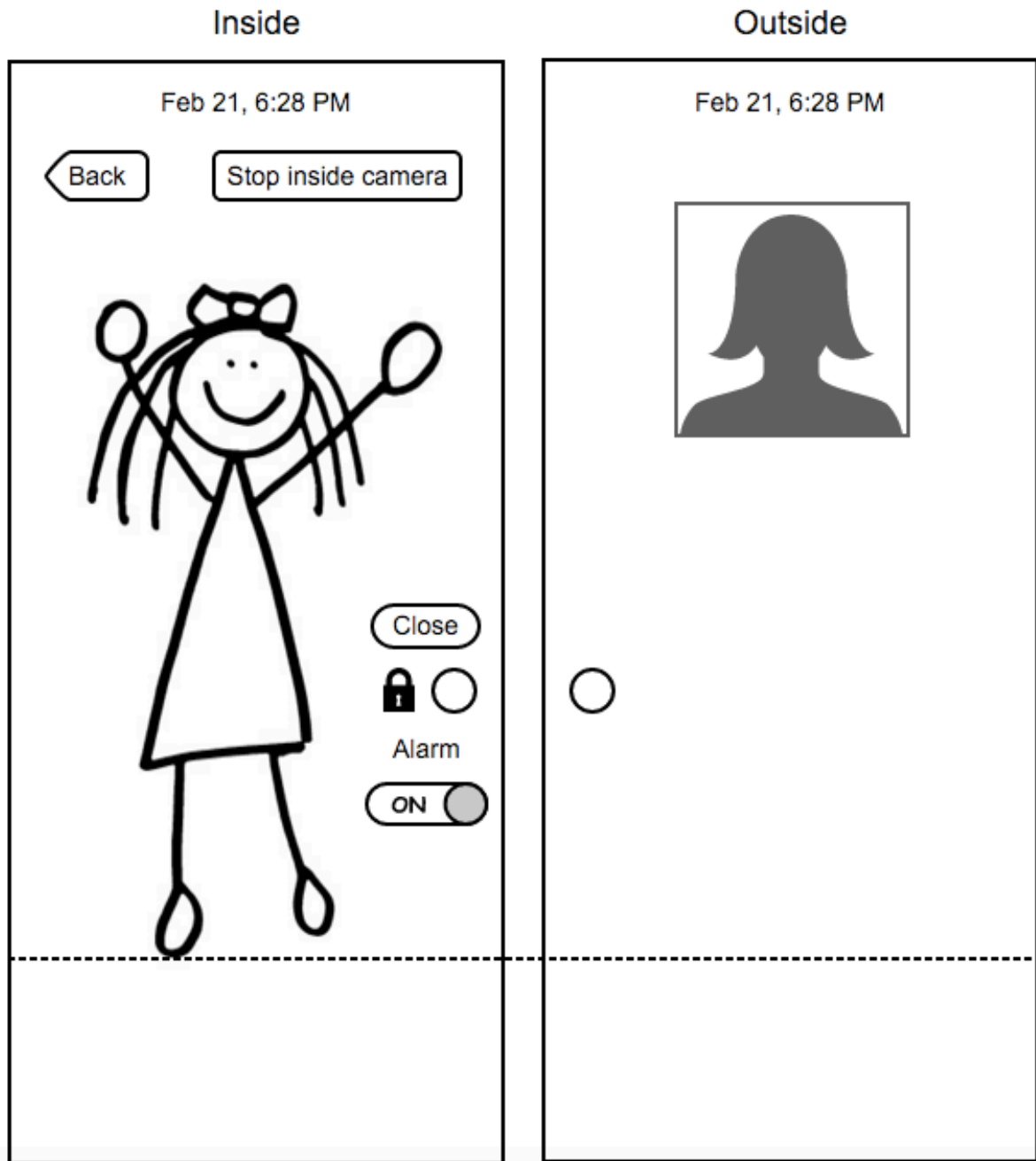
- The status of the inside door is currently as in Screen 1.
- The user wants to show himself/herself to the visitor.

- The user taps on the 'Inside Camera' option.



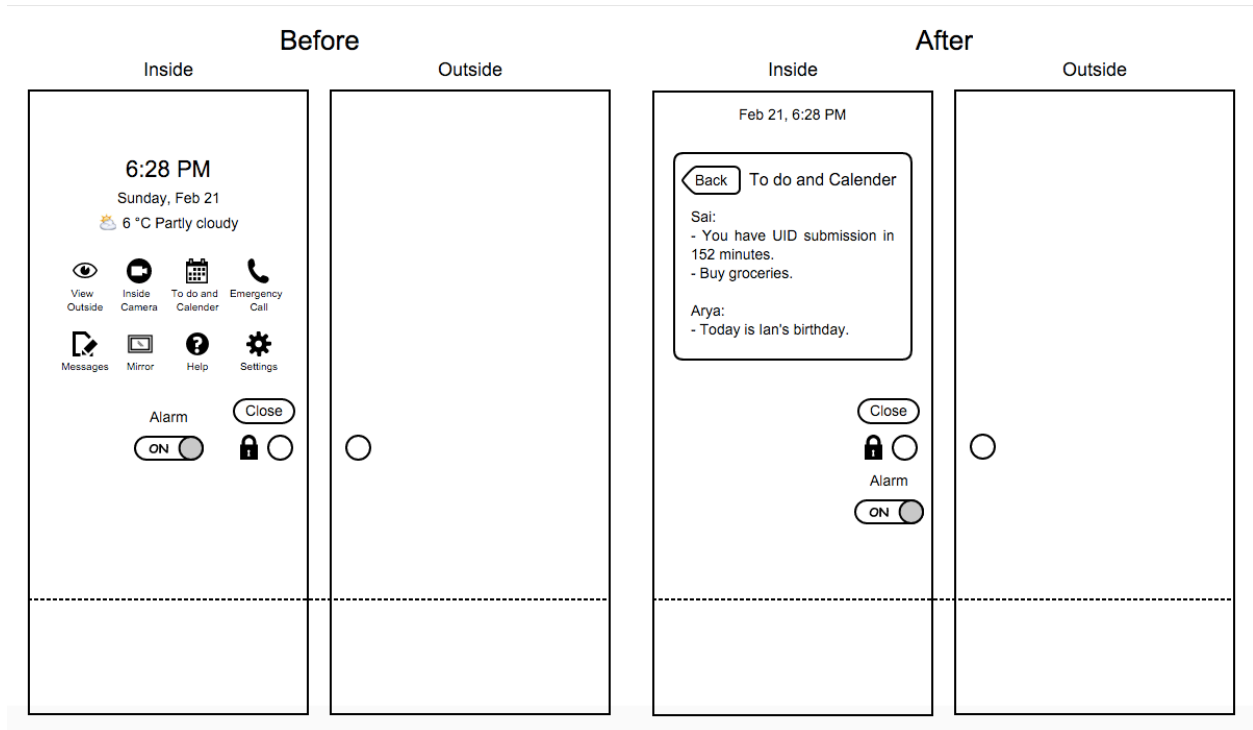
- The status of the inside door is currently as in Screen 2.
- The user has the option to show himself/herself normally or using an avatar.
- The user chooses the the 'Avatar' option and taps on 'Display' button.

Screen 3



- The status of the inside door is currently as in Screen 3.
- The live feed of the user is shown to the visitor on the outside door and the visitor is shown to the user on the inside door.
- The user has the option to stop the inside camera whenever and go back to Screen 1 (main options screen).

7. To do and calendar



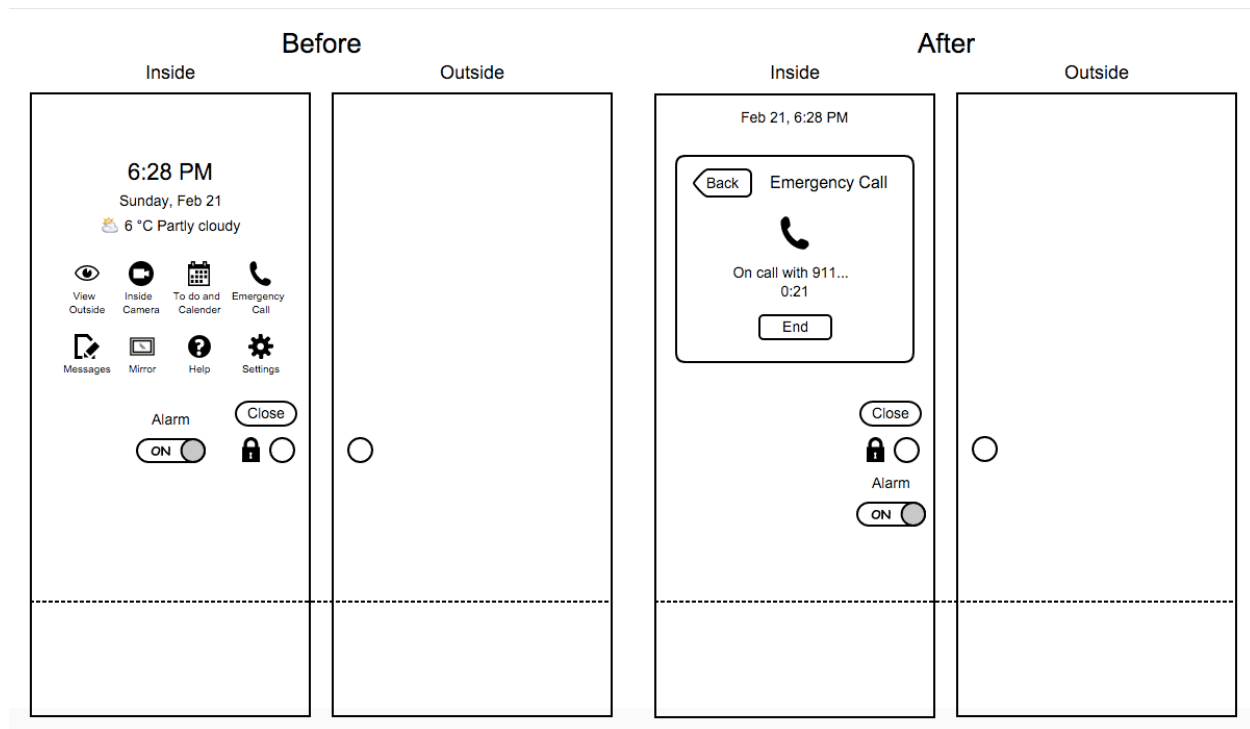
Before:

- The user (or users) approaches the inside door and wants to check the events of his/her to do list and calendar.
- The user has his/her mobile phone with them.
- The user taps on the 'To do and Calendar' option.

After:

- The inside of the door displays the to do list and calendar of the user (or users).
- The user has the option to close the notifications by pressing on the 'Back' button and return to Screen 1 (main options screen).

8. Emergency call



Before:

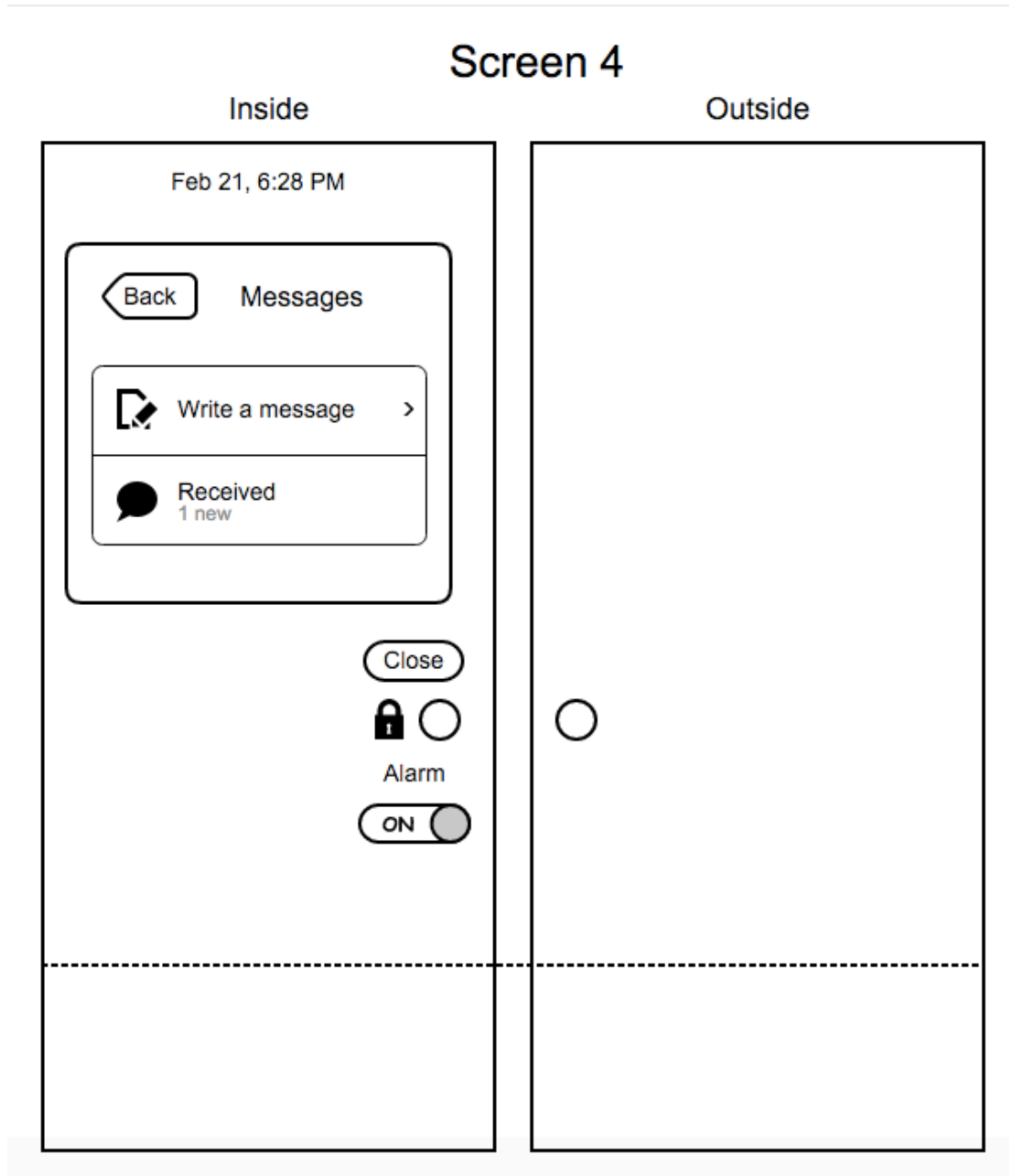
- The user is near the inside of the door.
- The user wants to make an emergency call.
- The user taps on the 'Emergency Call' option.

After:

- The emergency call is made and the status is shown on the inside of the door.
- The user has the option to end the call by using the 'End' button or go back to Screen 1 (main options screen) using the 'Back' button.

9. Messages

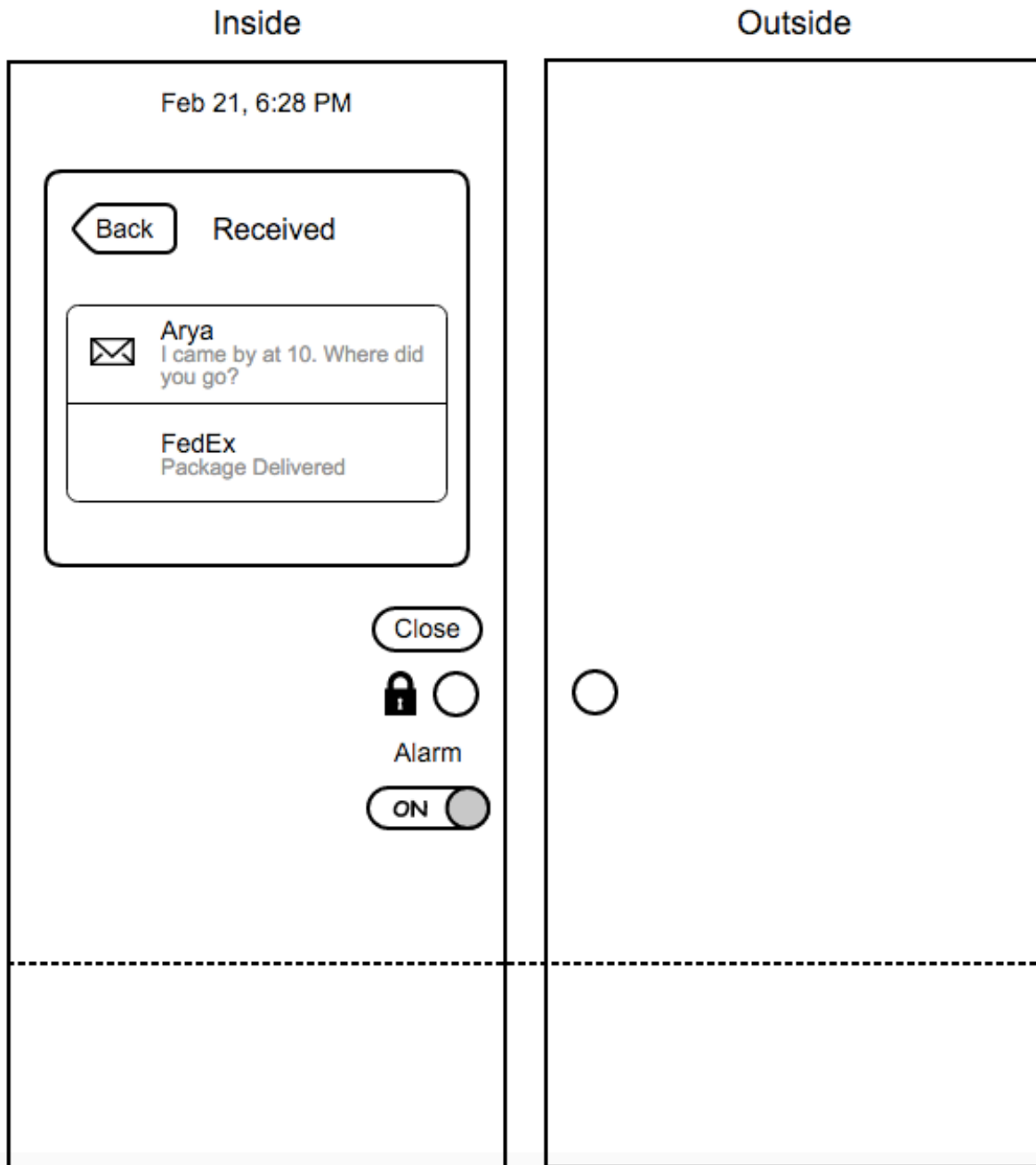
- The user is near the inside of the door.
- The status of the door is as in Screen 1.
- The user wants to display a message on the outside door or check the received messages from the visitors.
- The user taps on the 'Messages' option.



- The status of the door is as in Screen 4.

- The user has the option to write a message or check received messages.
- The number of received and unread messages are also shown.
- The user wants to check the received messages.
- The user taps on the 'Received' option.

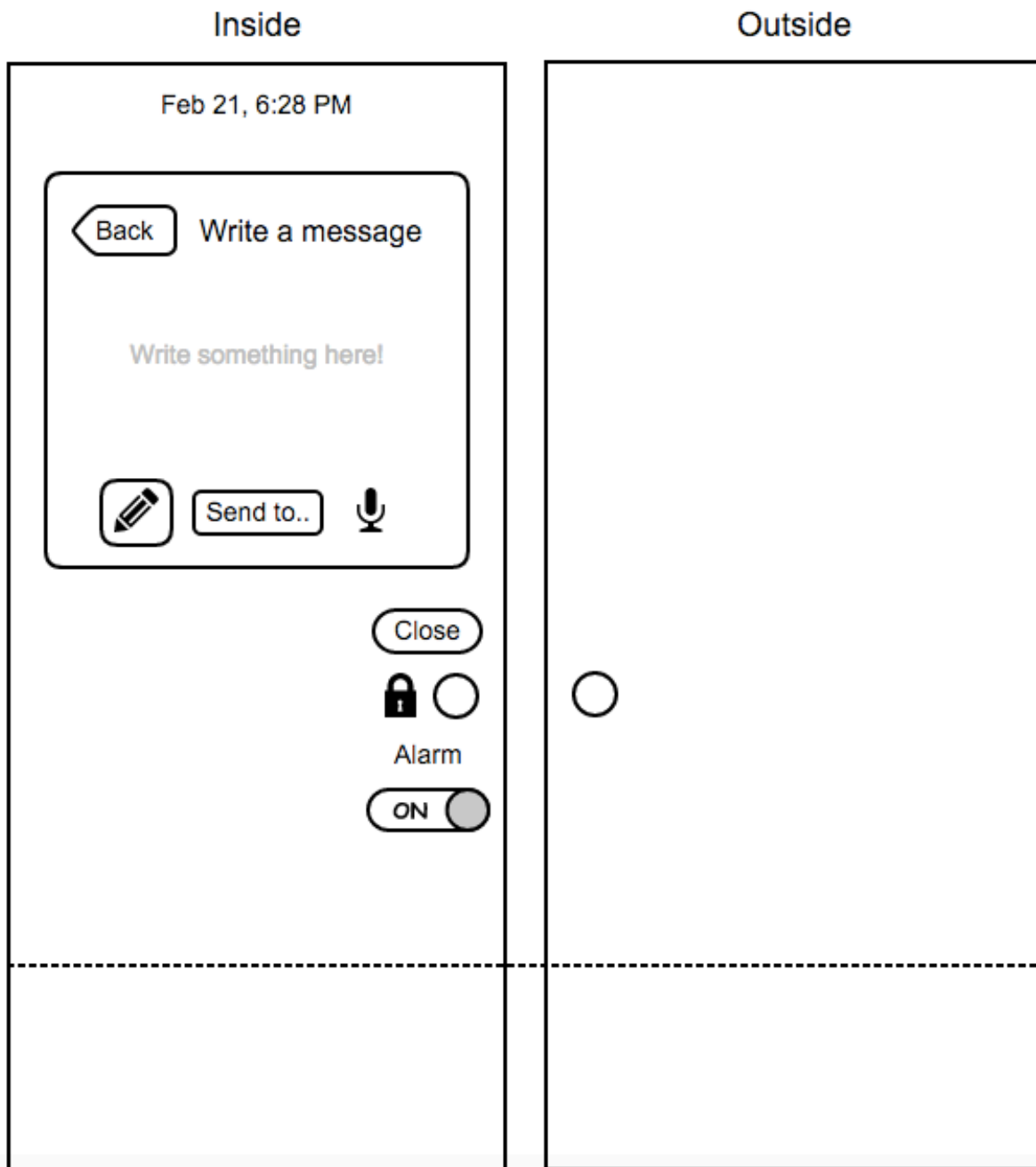
Screen 5



- The status of the inside door is as in Screen 5.

- The unread messages are indicated using an unopened message icon.
- The user has the option to go back using the 'Back' button.
- At Screen 4, if the user wants to write a message, he/she taps on the 'Write a message' option.

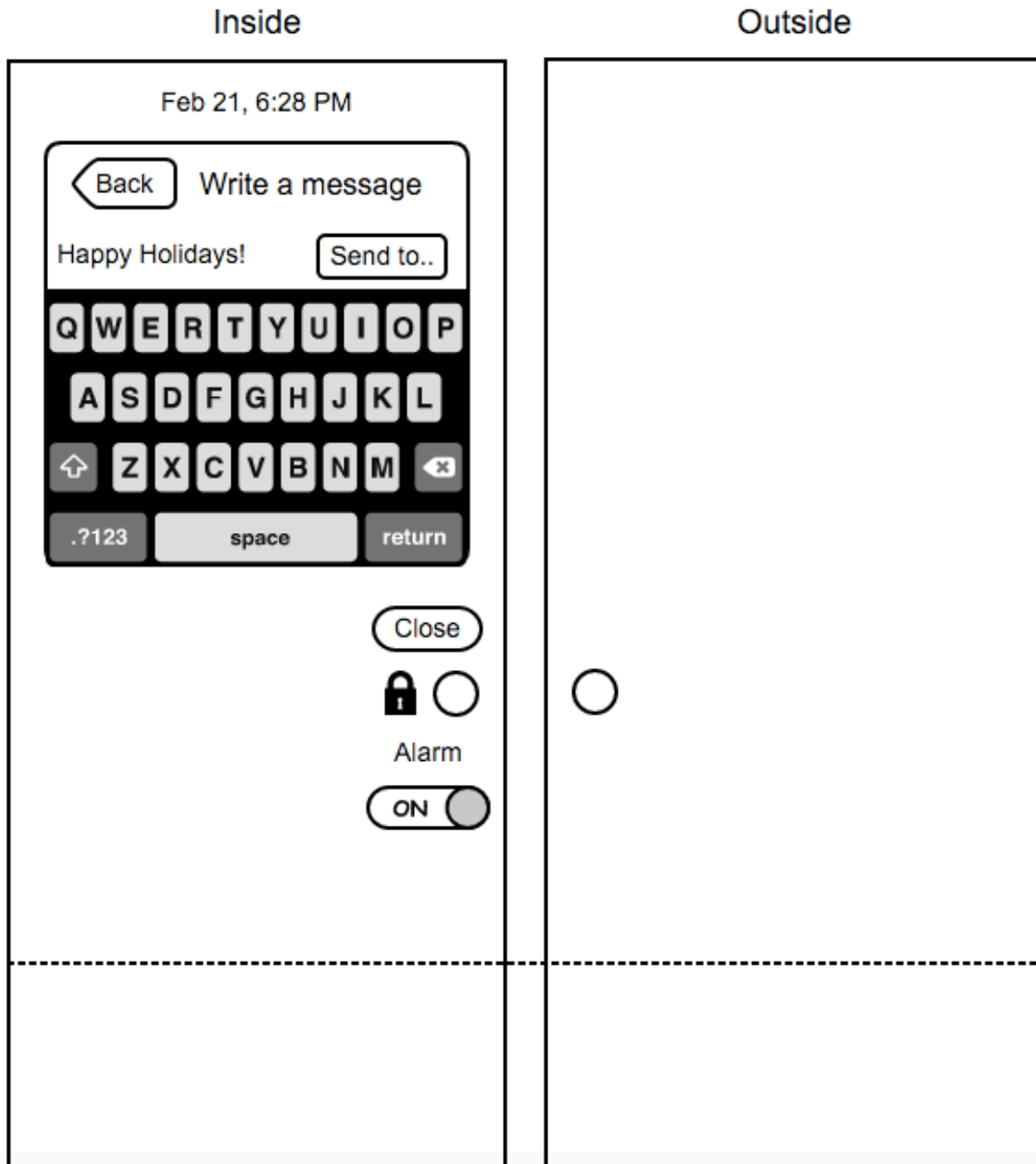
Screen 6



- The status of the inside door is as in Screen 6.

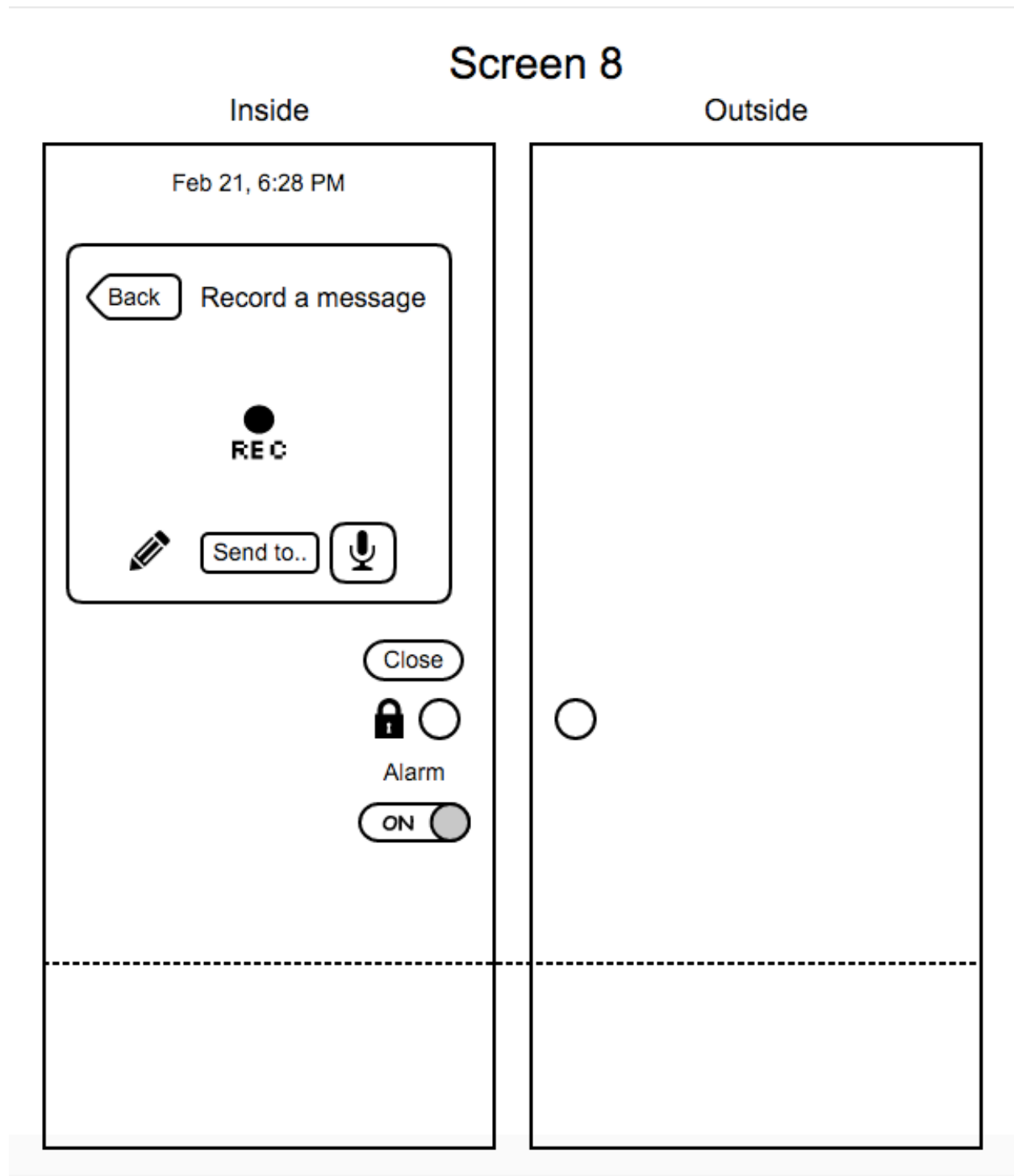
- By default, the input method is set to text (keyboard), the status is shown by highlighting the pen icon.
- The user taps on the middle of the screen to type some text.

Screen 7



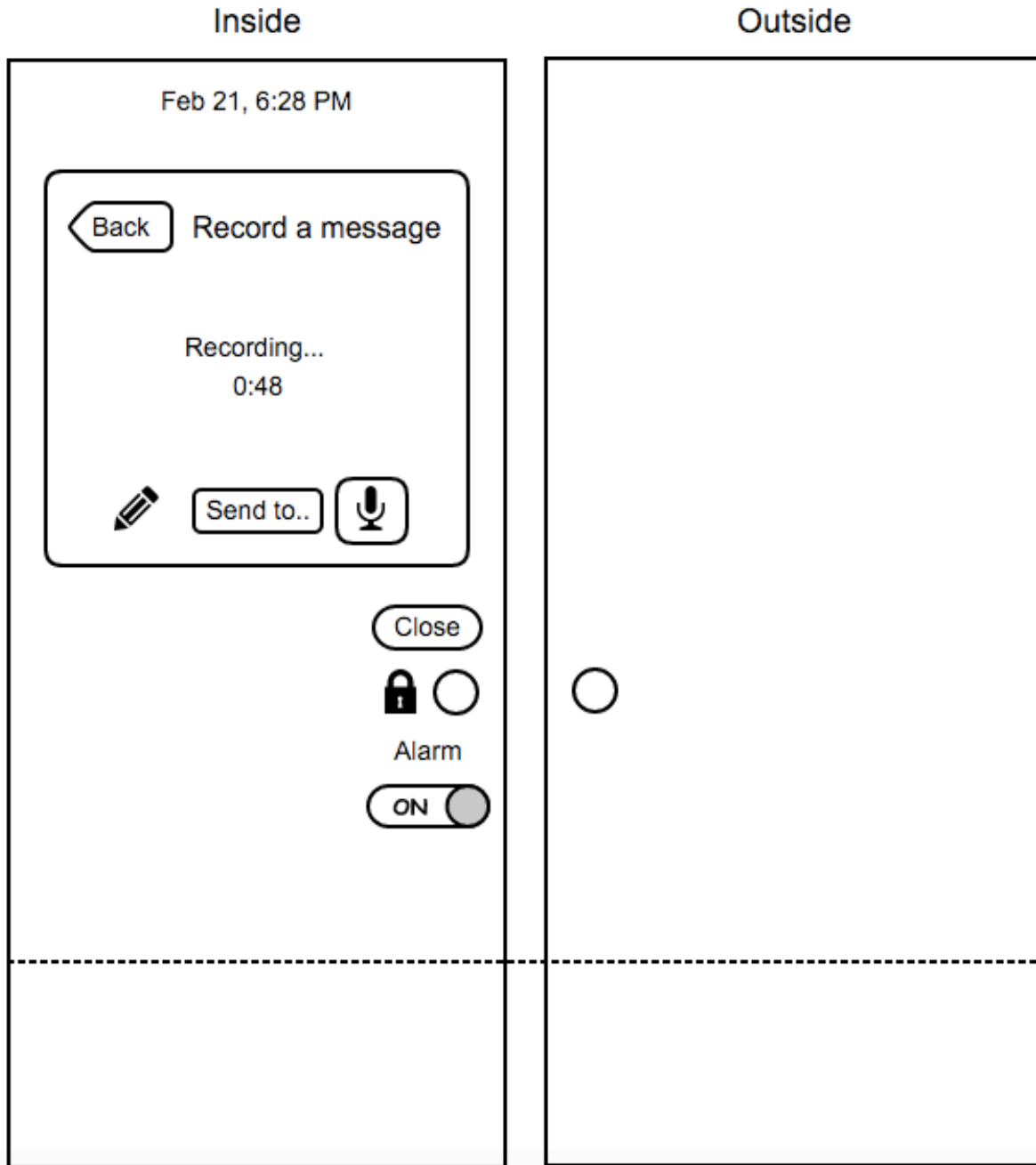
- The status of the inside door is as in Screen 7.
- The user types the message.

- At Screen 6, if the user wants to record a voice message, he/she taps the 'Record' icon.



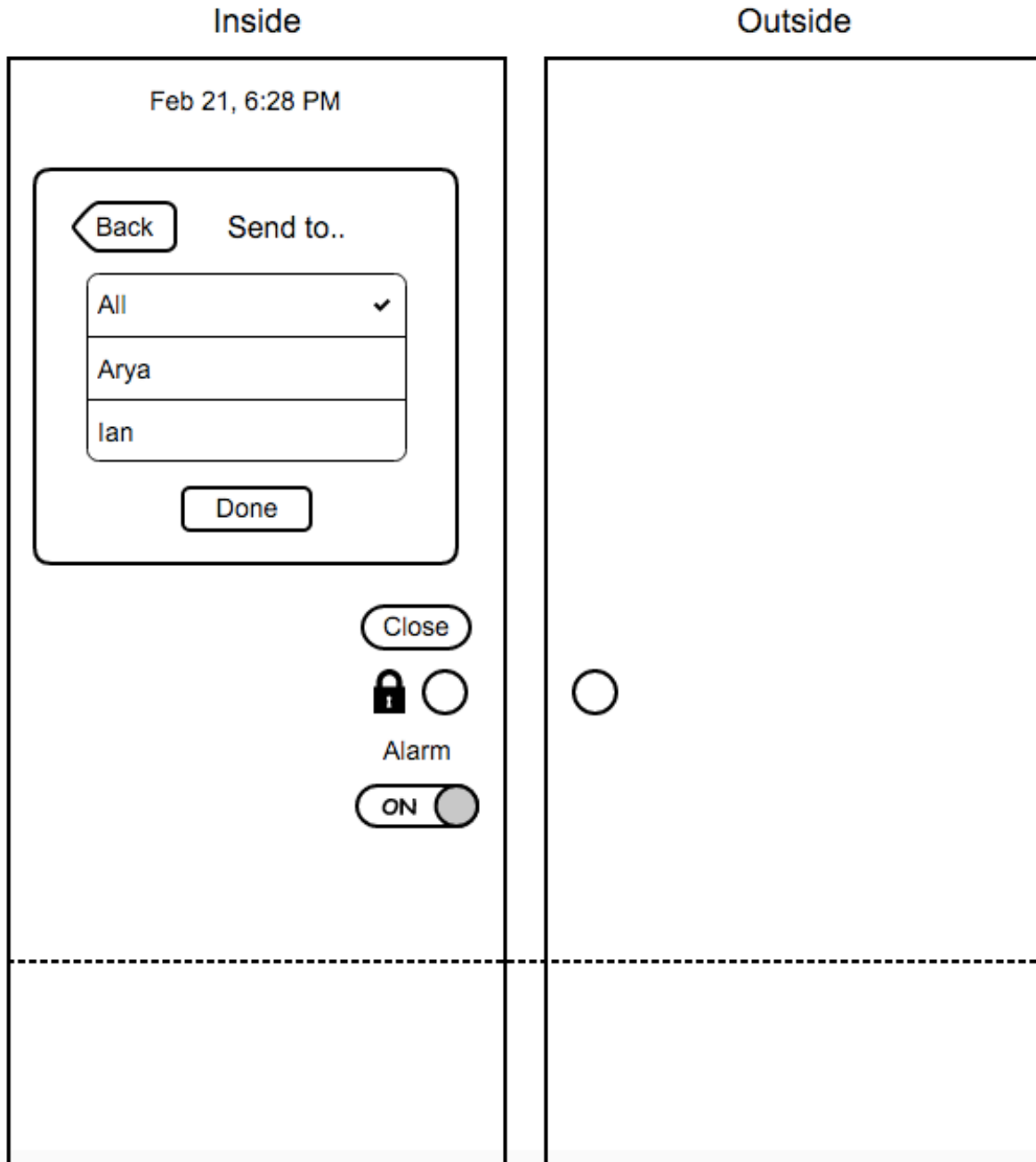
- The status of the inside door is as in Screen 8.
- The user hits on the 'REC' icon to record the message.

Screen 9



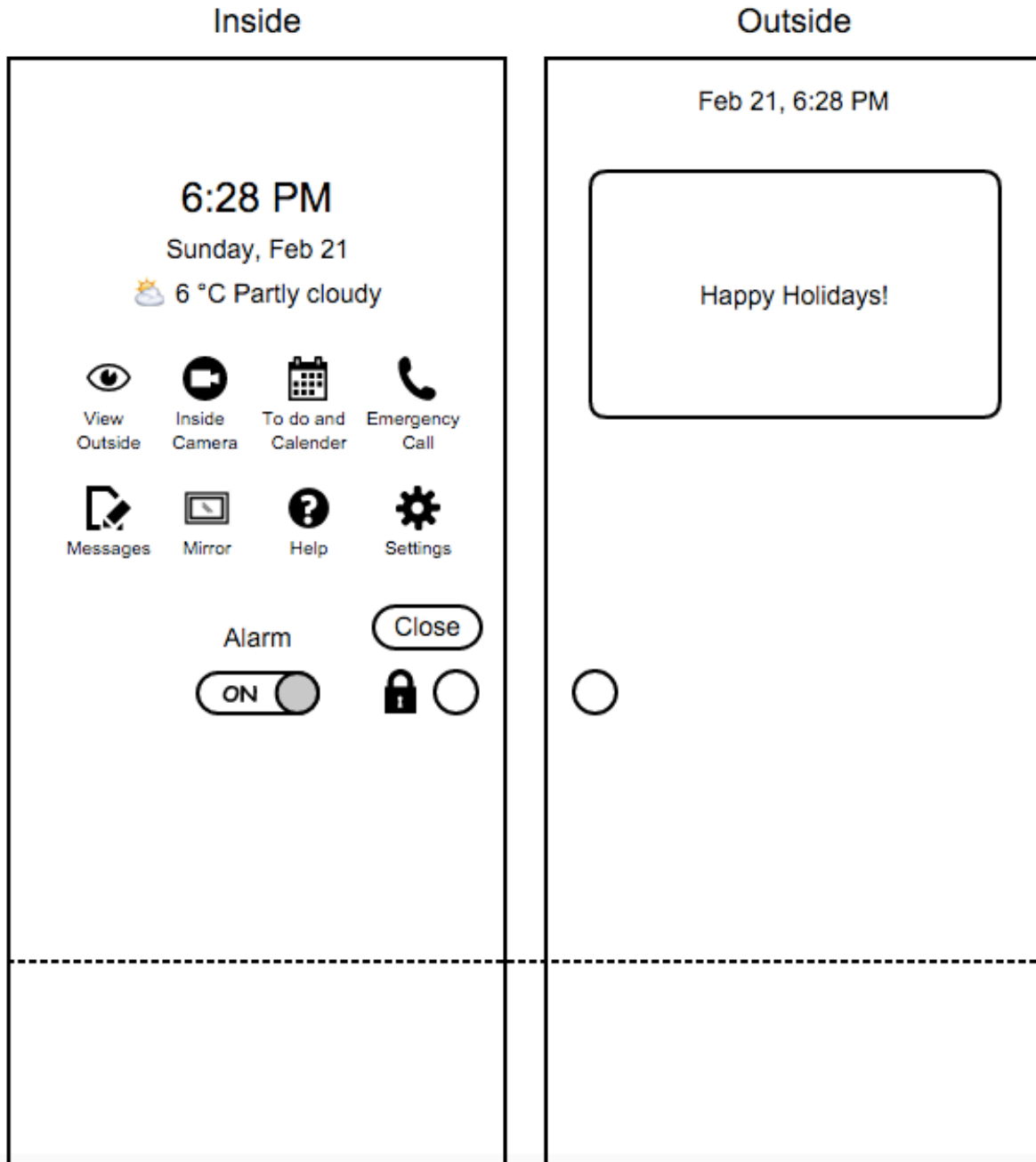
- The status of the inside door is as in Screen 9.
- After either typing or recording the message, the user hits the 'Send to' button.

Screen 10



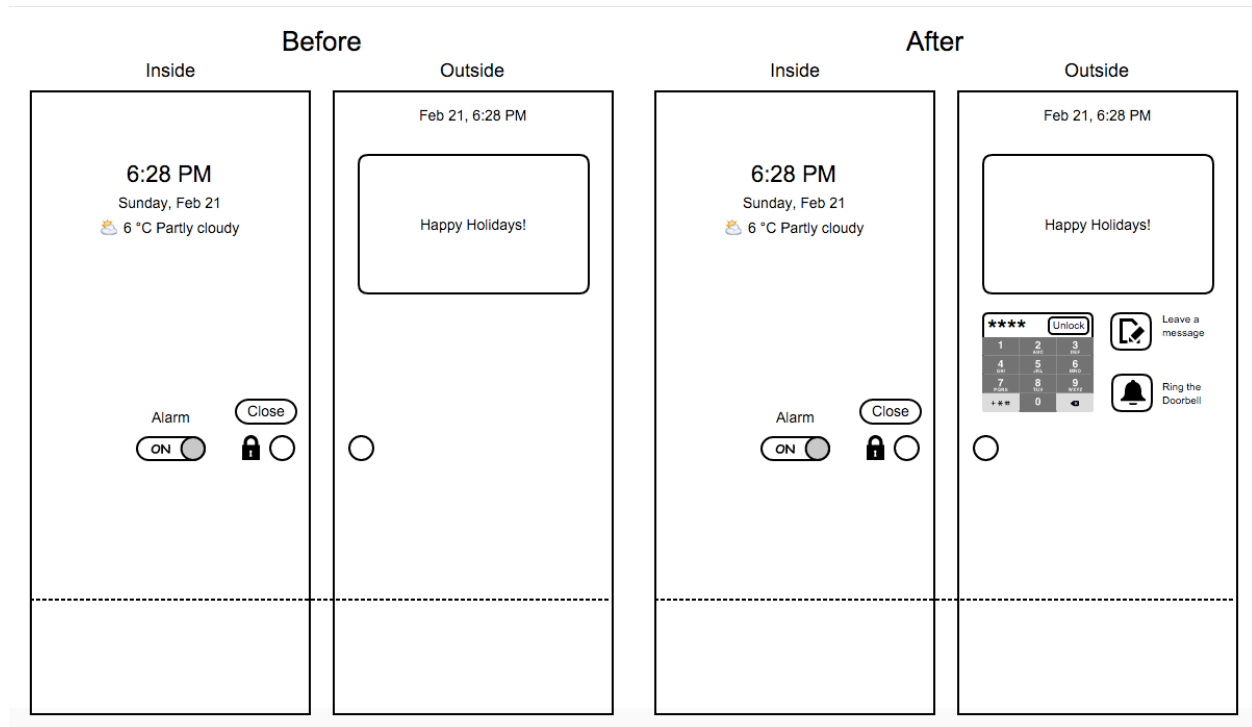
- The status of the inside door is as in Screen 10.
- The user selects the recipients of the message as desired.
- The status of the selection is shown using a check symbol next to the name of the recipient.
- The user taps the 'Done' button after selecting the recipients.
- The status of the inside door returns to Screen 4.

Screen 11



- The message is displayed on the outside door based on the recipients as shown in Screen 11.

10. Near and far outside



Before:

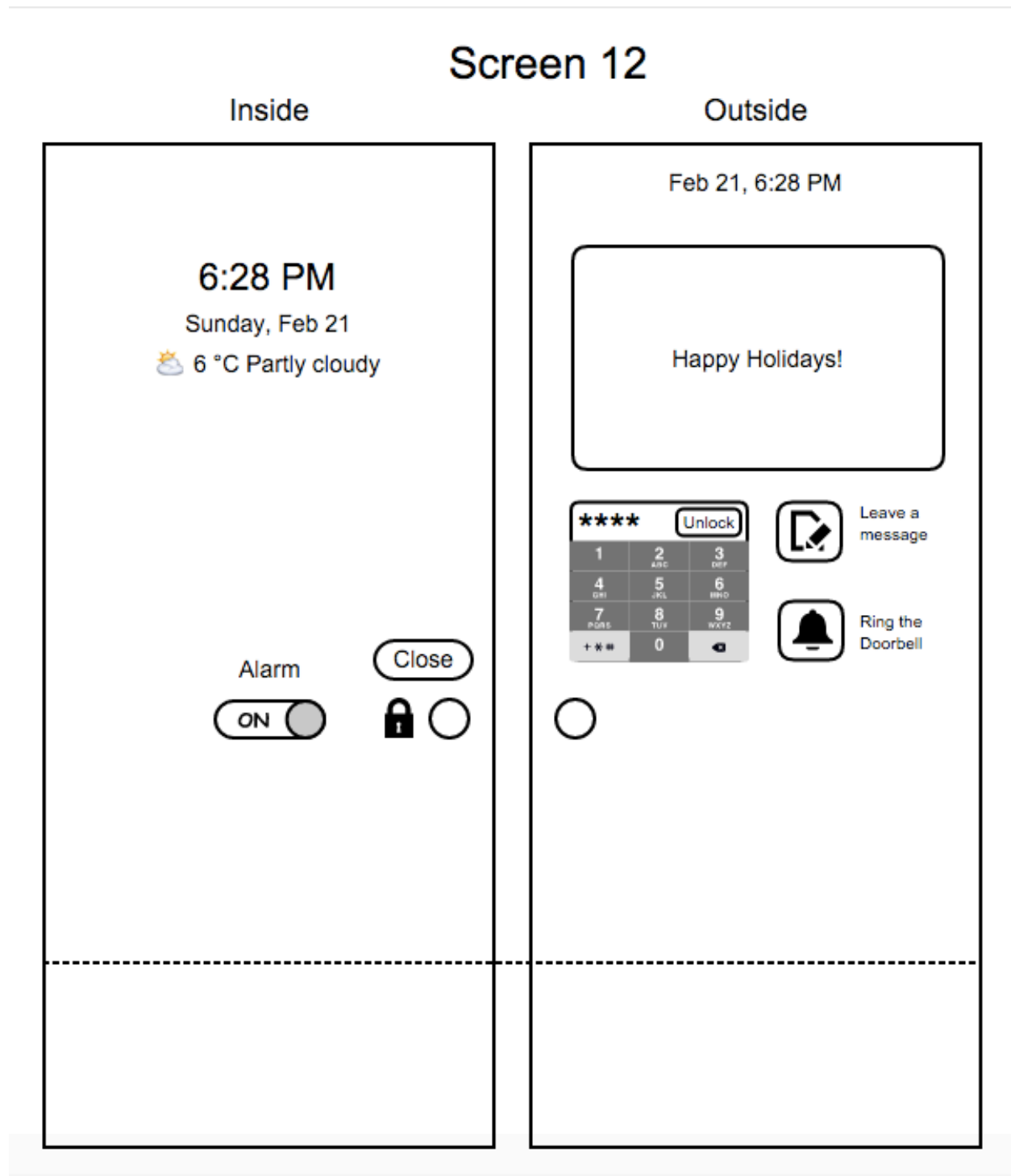
- The user is far away from the door on the outside.
- The door displays the message for all, date and time.
- The user approaches the door or stands near it.

After:

- The available options are displayed on the outside of the door.

11. Messages outside

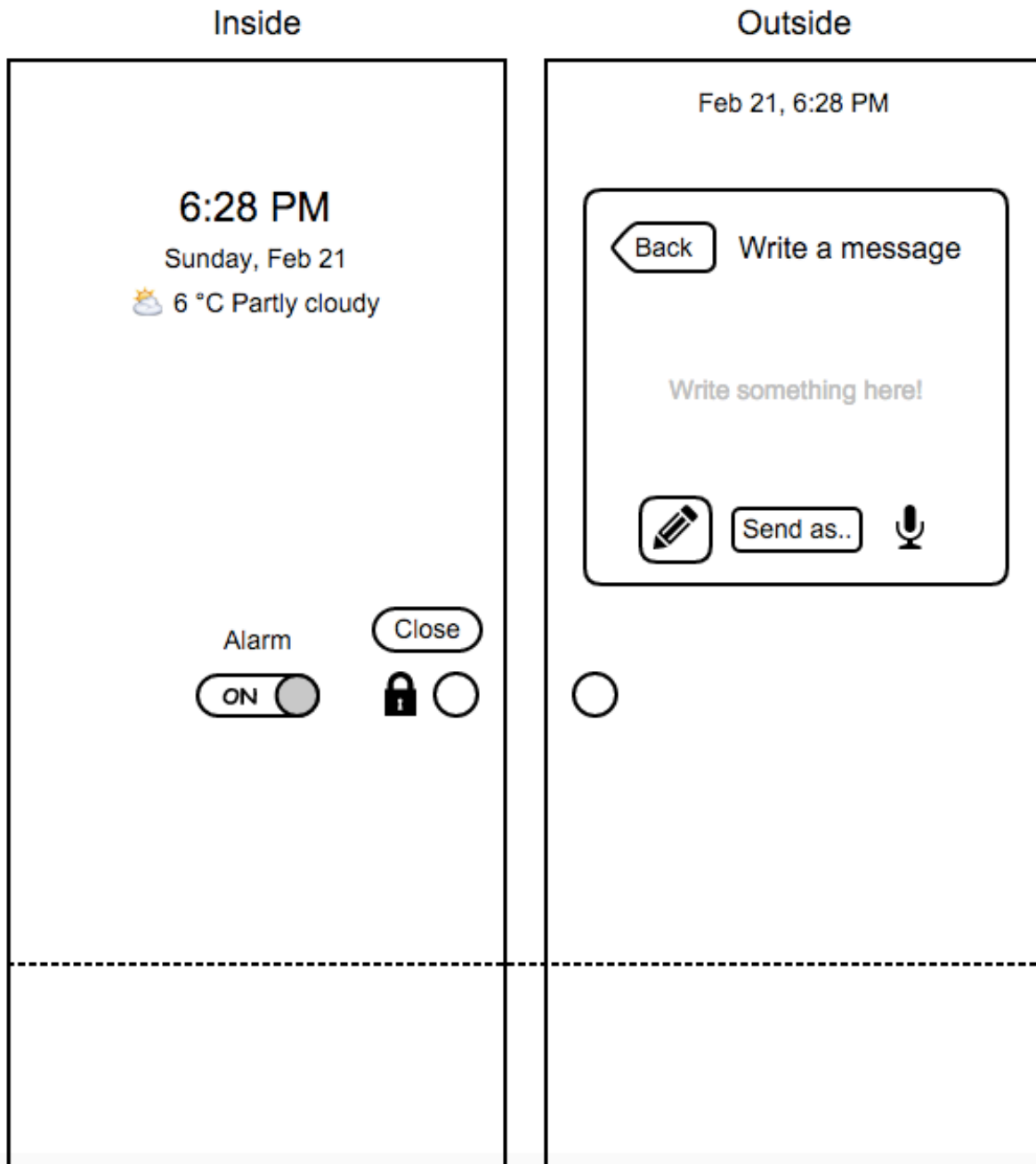
- The user is near the outside of the door.



- The status of the door is as in Screen 12.
- The user (visitor) wants to leave a message.

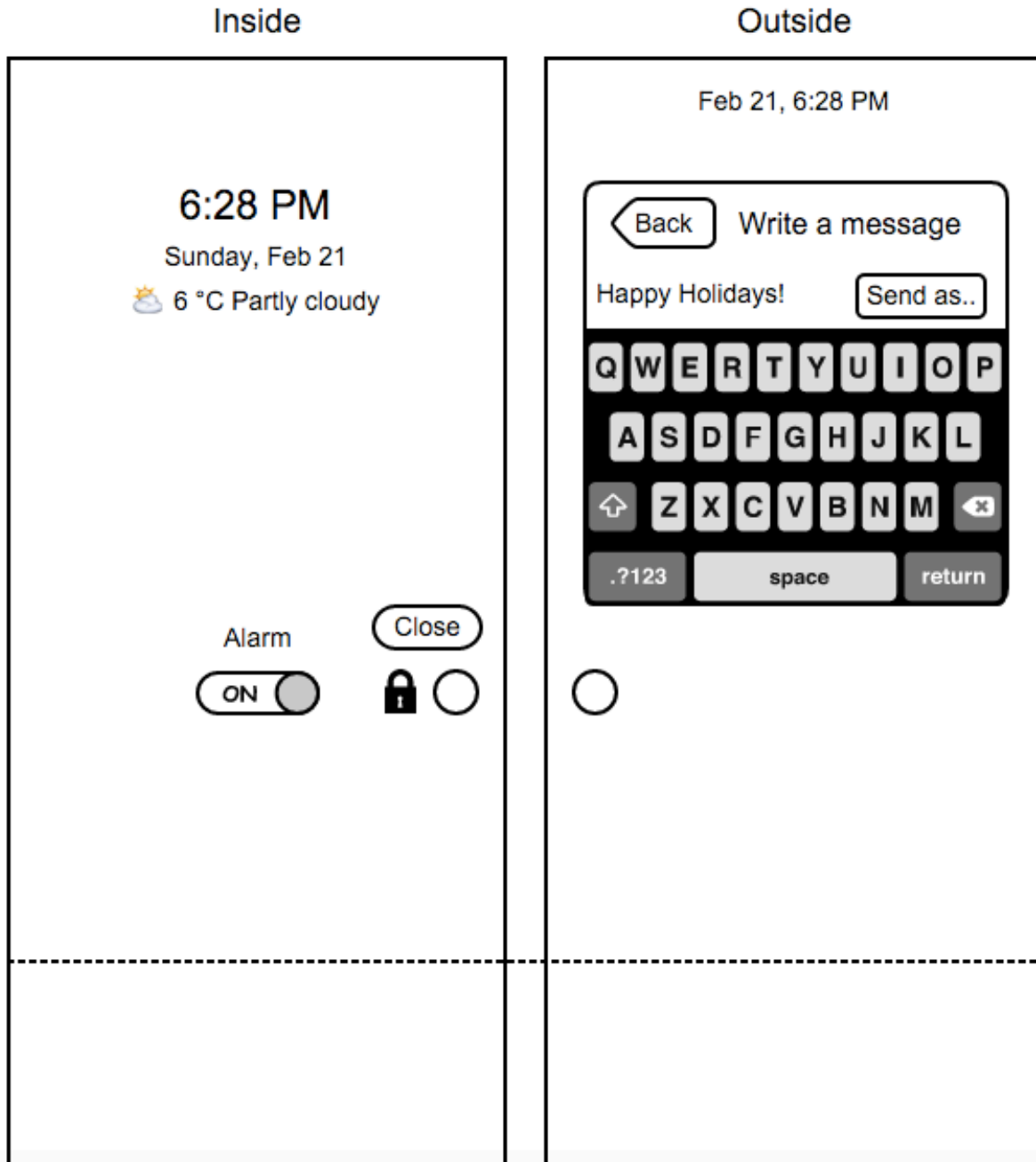
- The user taps on the 'Leave a message' option.

Screen 13



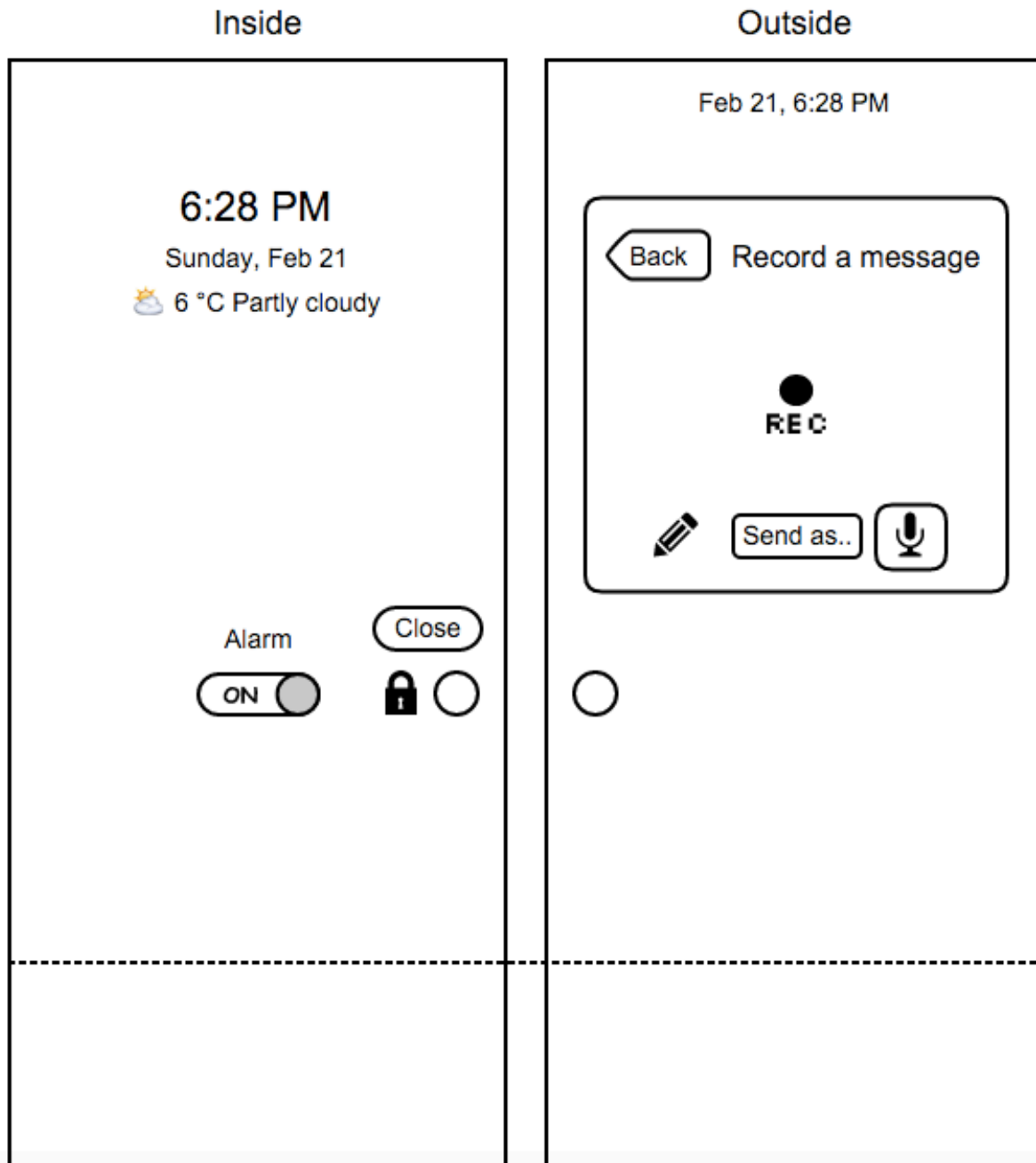
- The status of the inside door is as in Screen 13.
- By default, the input method is set to text (keyboard), the status is shown by highlighting the pen icon.
- The user taps on the middle of the screen to type some text.

Screen 14



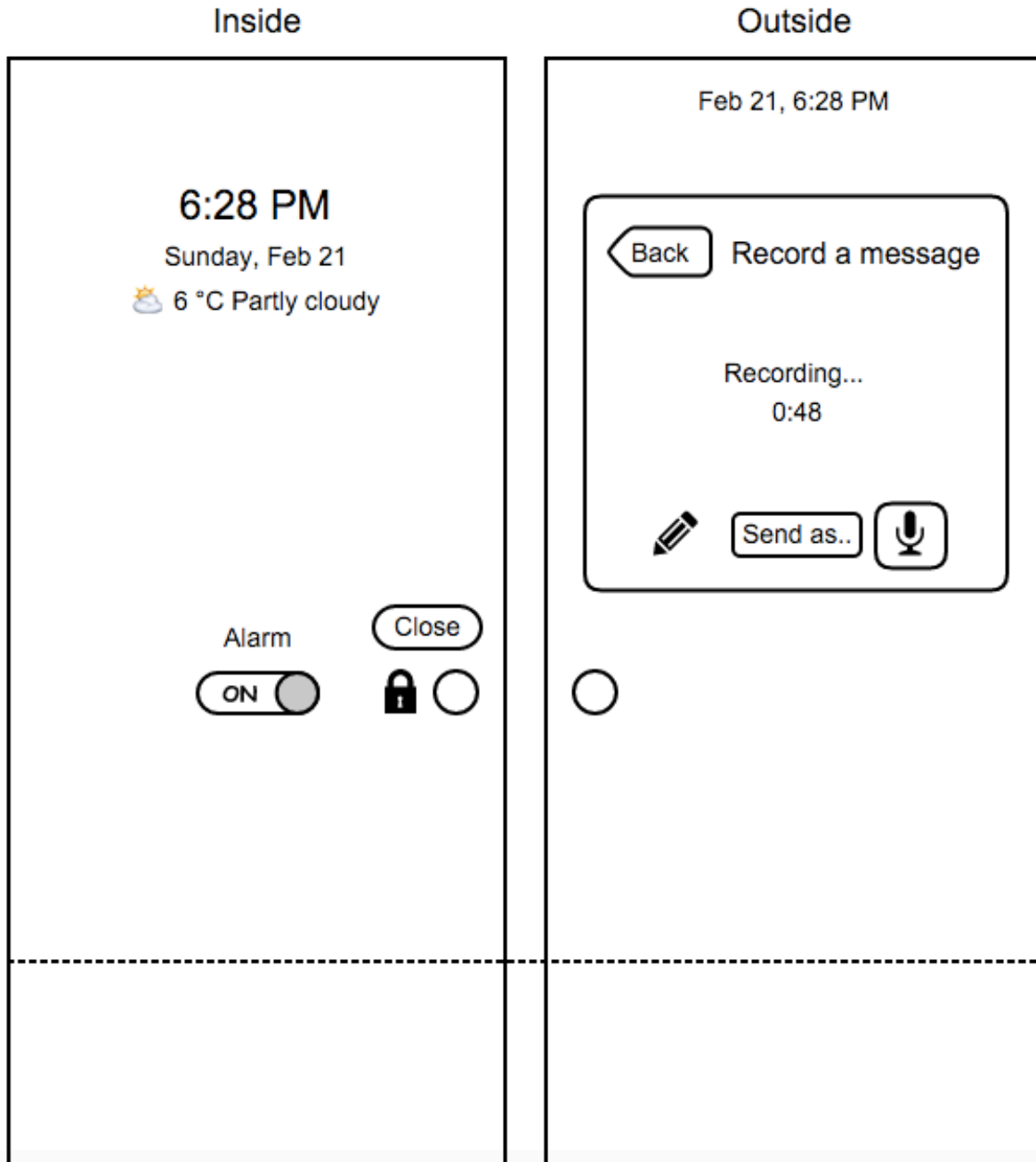
- The status of the inside door is as in Screen 14.
- The user types the message.
- At Screen 13, if the user wants to record a voice message, he/she taps the 'Record' icon.

Screen 15



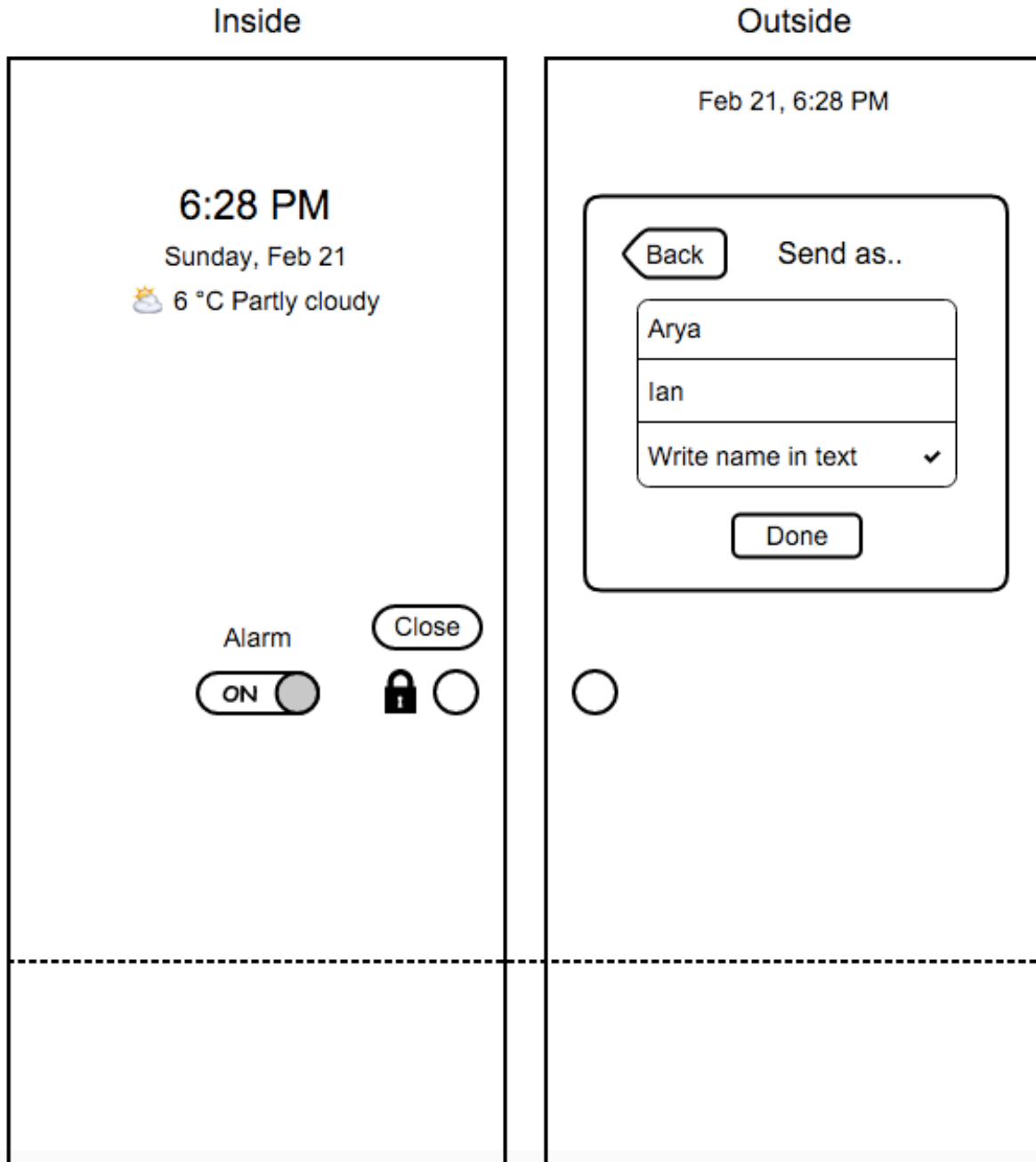
- The status of the inside door is as in Screen 15.
- The user hits on the 'REC' icon to record the message.

Screen 16



- The status of the inside door is as in Screen 16.
- After either typing or recording the message, the user hits the 'Send as' button.

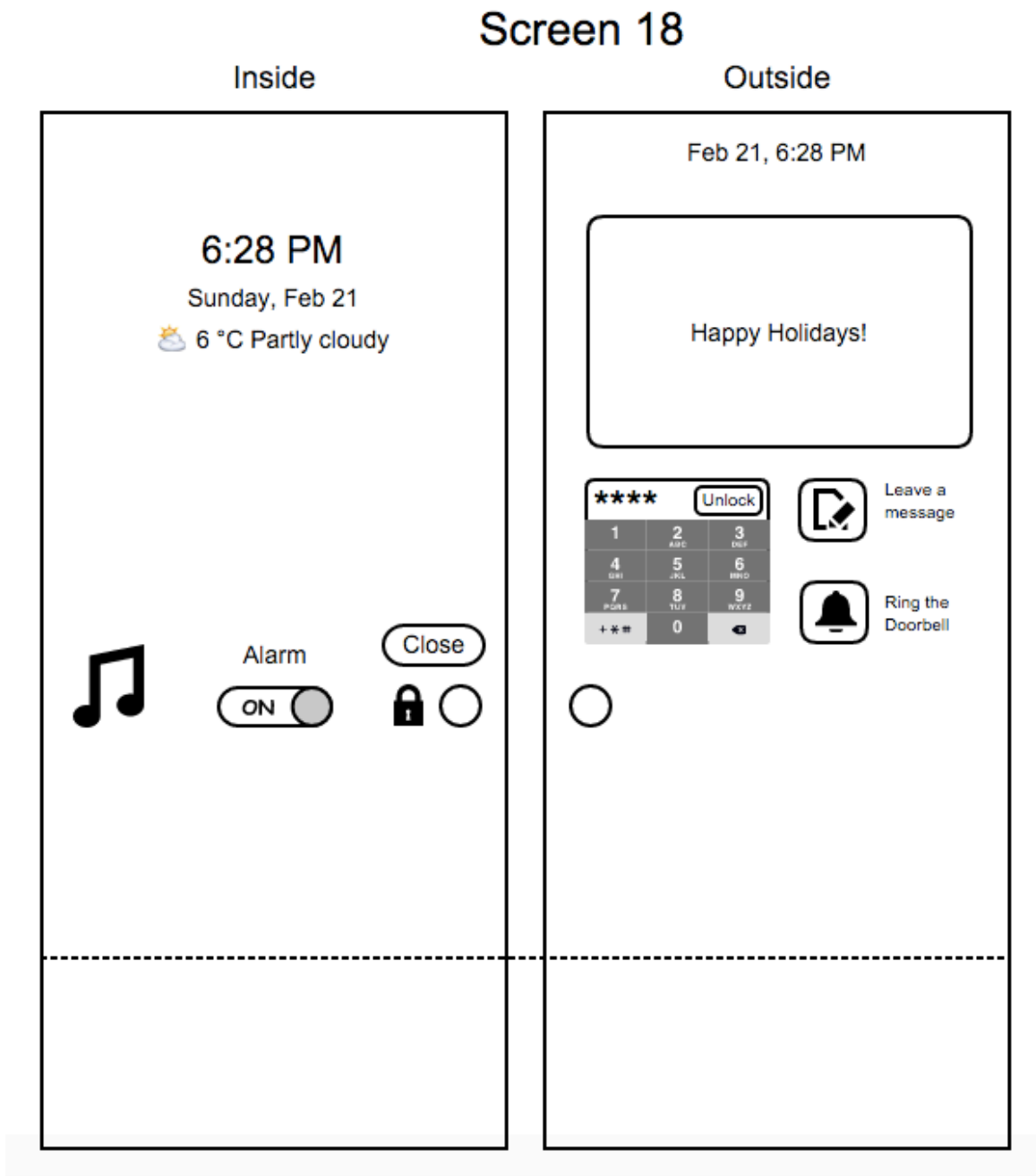
Screen 17



- The status of the inside door is as in Screen 17.
- The user selects the recipients of the message as desired.
- The status of the selection is shown using a check symbol next to the name of the recipient.
- The user taps the 'Done' button after selecting the recipients.
- The status of the inside door returns to Screen 12.

12. Doorbell

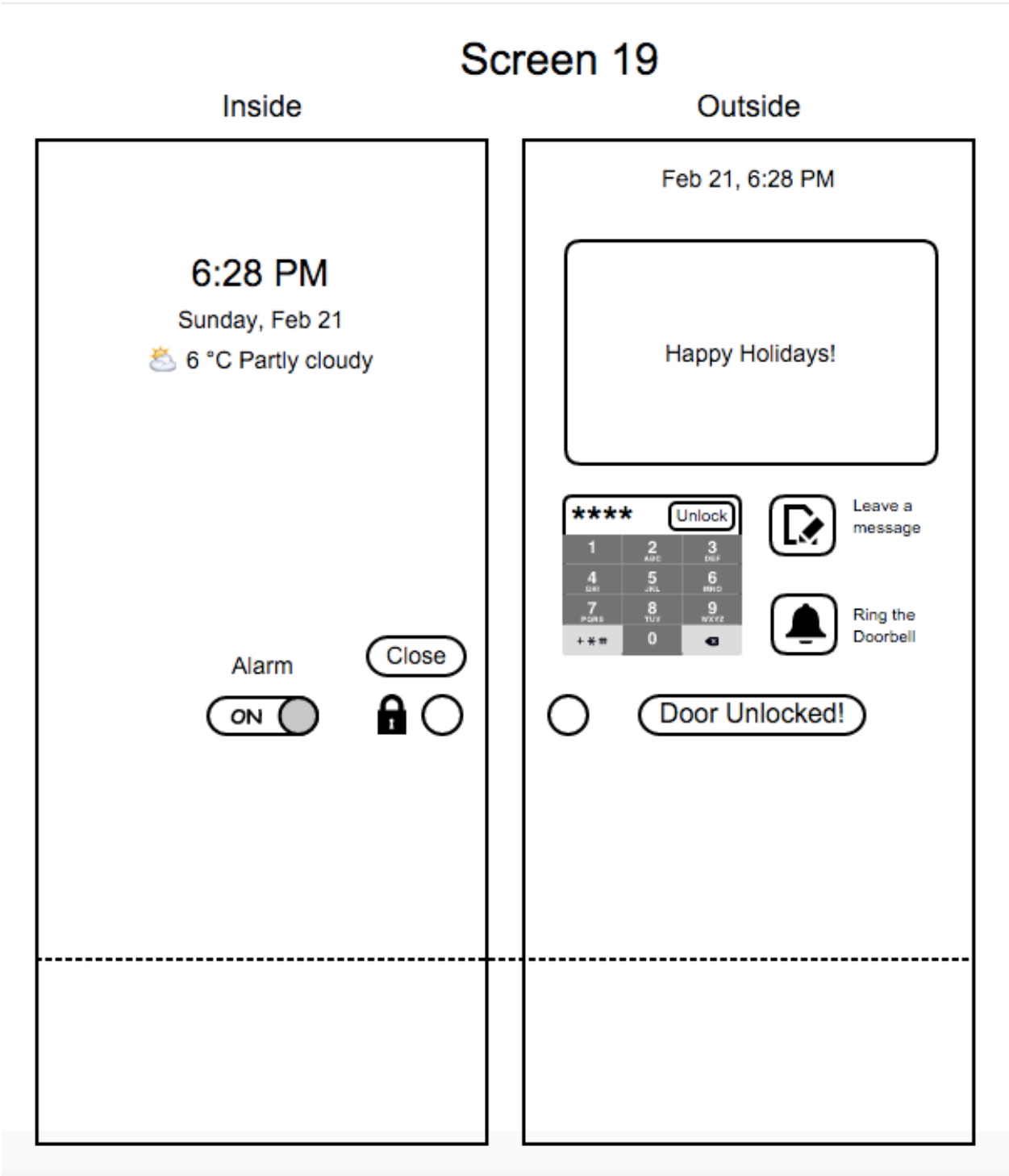
- The user is near the outside of the door.
- The status of the outside door is as in Screen 12.
- The user taps on the 'Ring the Doorbell' option.



- The doorbell rings and the inside of the door displays a musical note as shown in Screen 18.

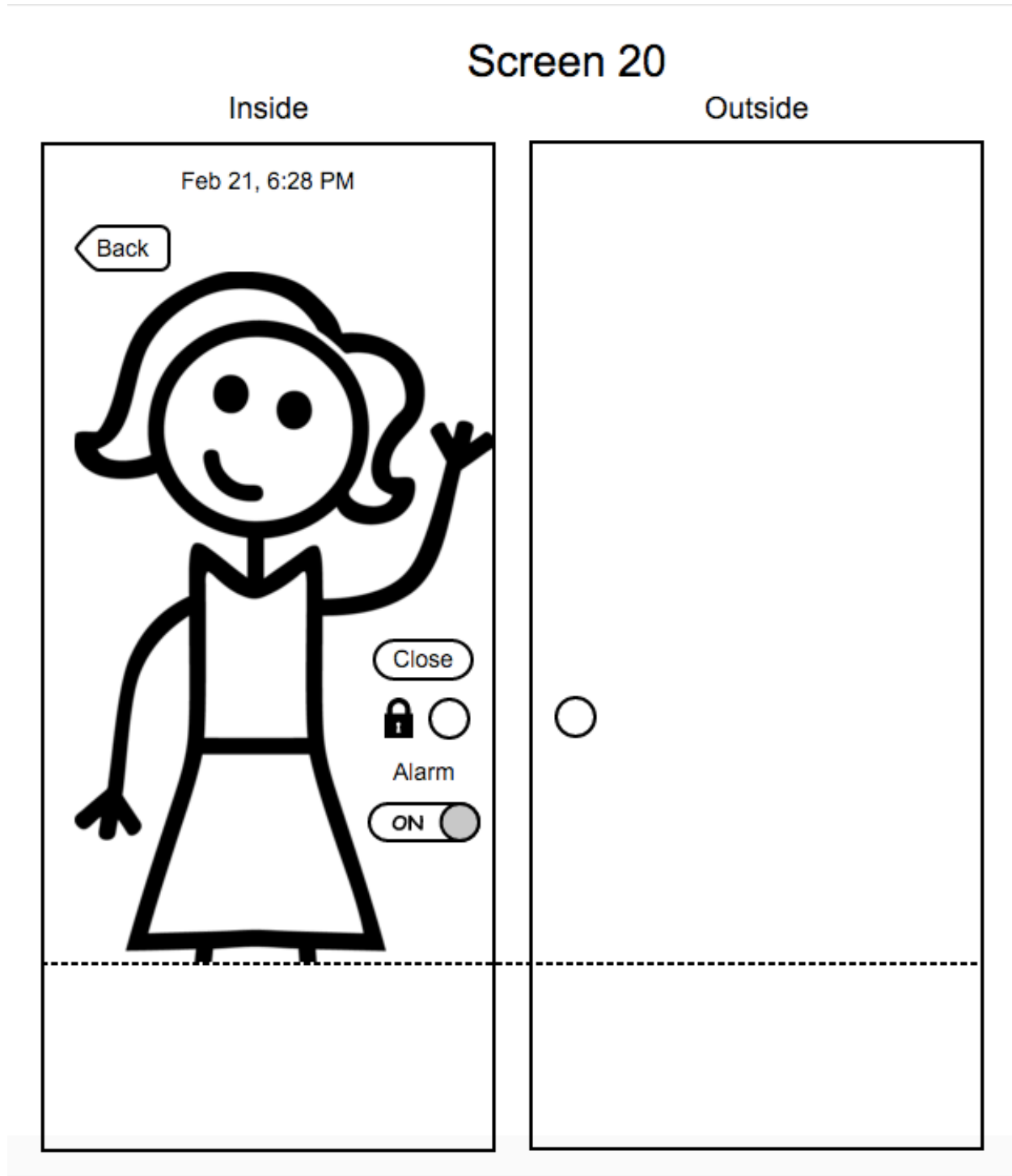
13. Lock and unlock outside

- The user is near the outside of the door.
- The status of the outside door is as in Screen 12.
- The user inputs a key code into the numeric dial pad and hits the 'Unlock' button.



- If the key code is correct, the door is unlocked.
- The status is displayed on the outside of the door as shown in Screen 19.
- If the key code is wrong, the user will be given another try. The maximum number of tries is 3 and the door is locked for any further attempts.

14. Mirror



Before:

- The user is near the inside door and wants to use the inside of the door as a mirror.
- The status of the inside door is currently as in Screen 1.
- The user taps on the 'Mirror' option.

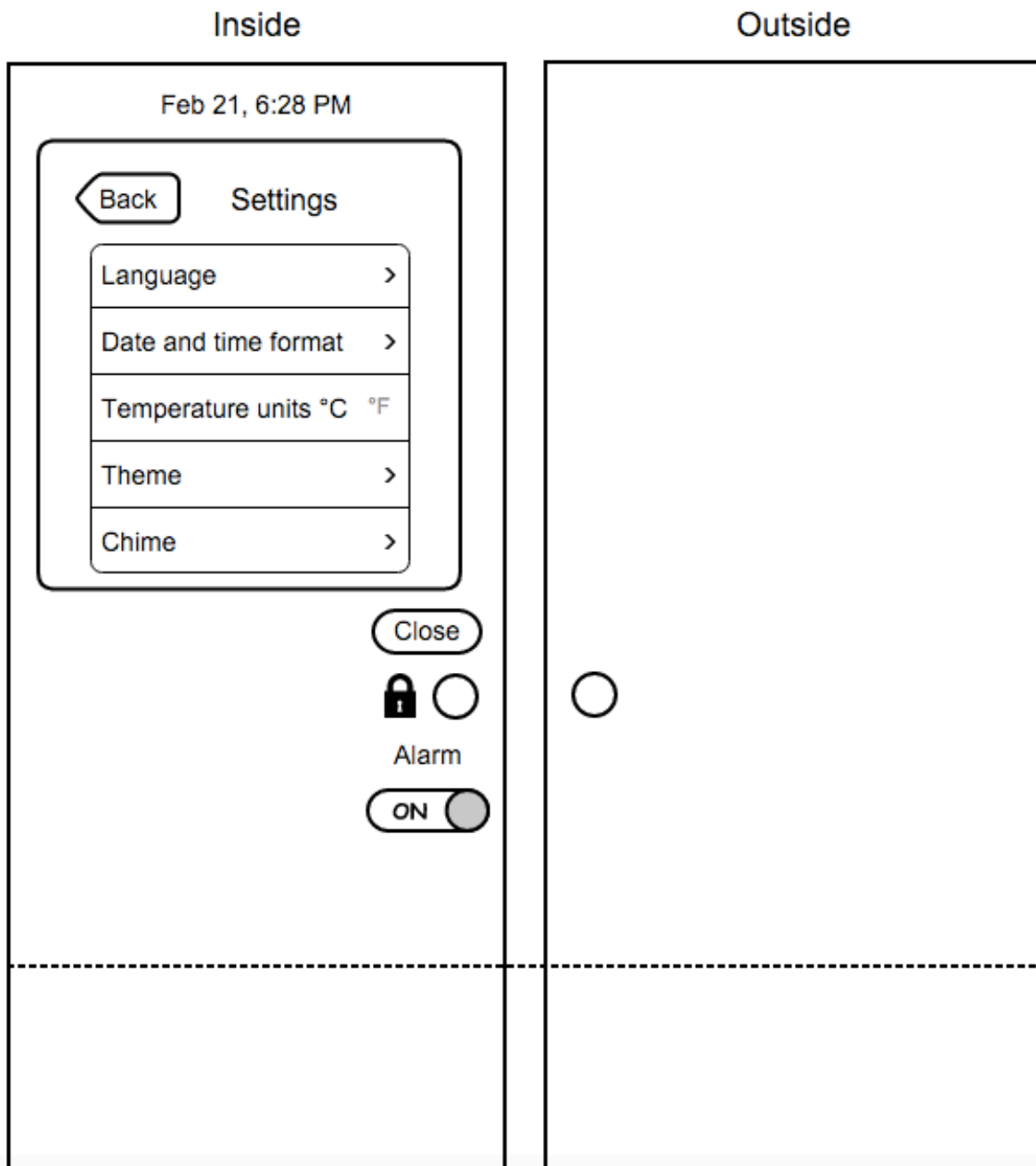
After:

- The inside of the door acts as a mirror by showing the live feed of the user.
- The user has the option to end the mirror mode by pressing on the 'Back' button and go to Screen 1 (main options screen).

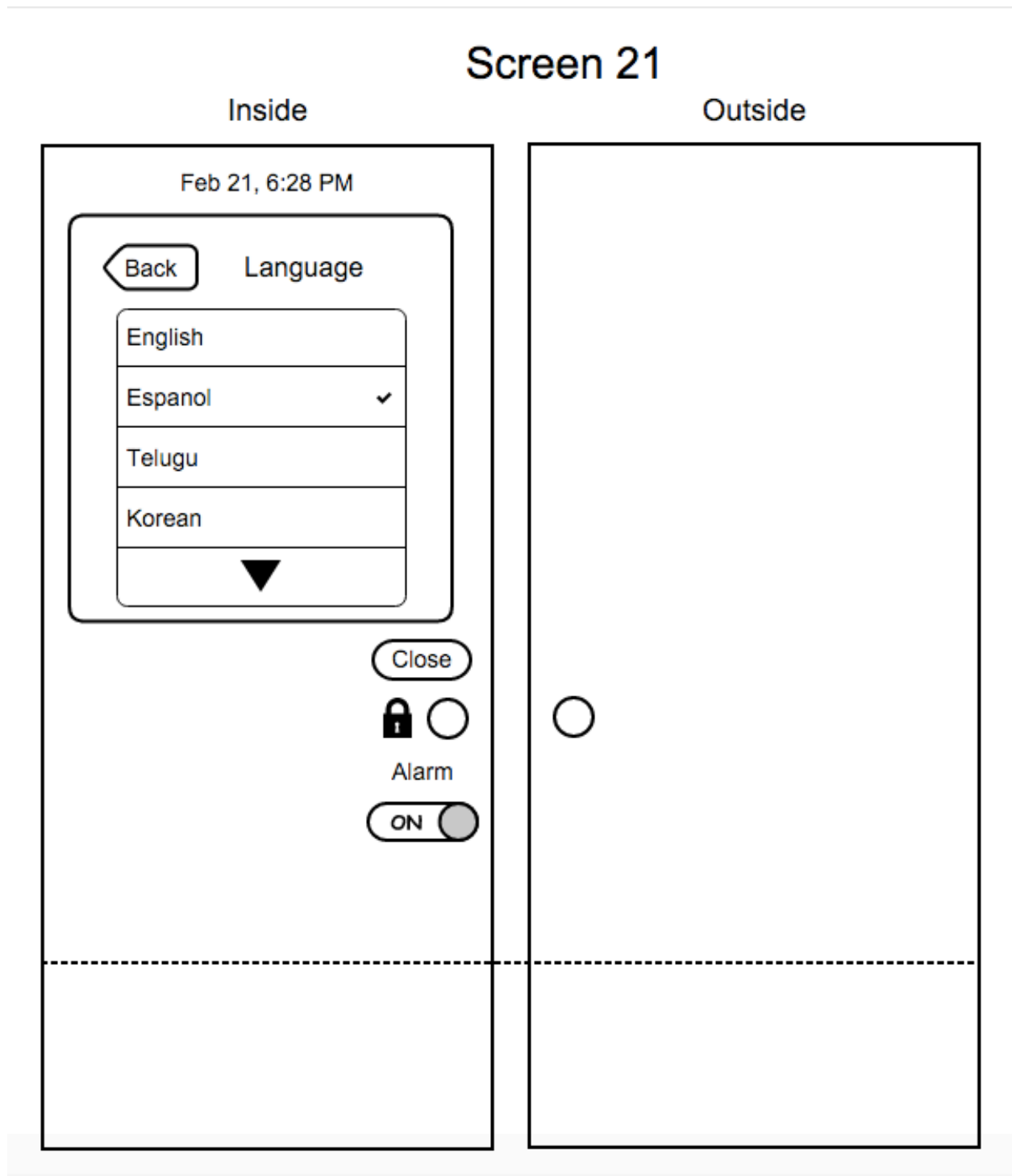
15. Settings

- The user is near the inside door and wants to use the inside of the door as a mirror.
- The status of the inside door is currently as in Screen 1.
- The user taps on the 'Settings' option.

Screen 20



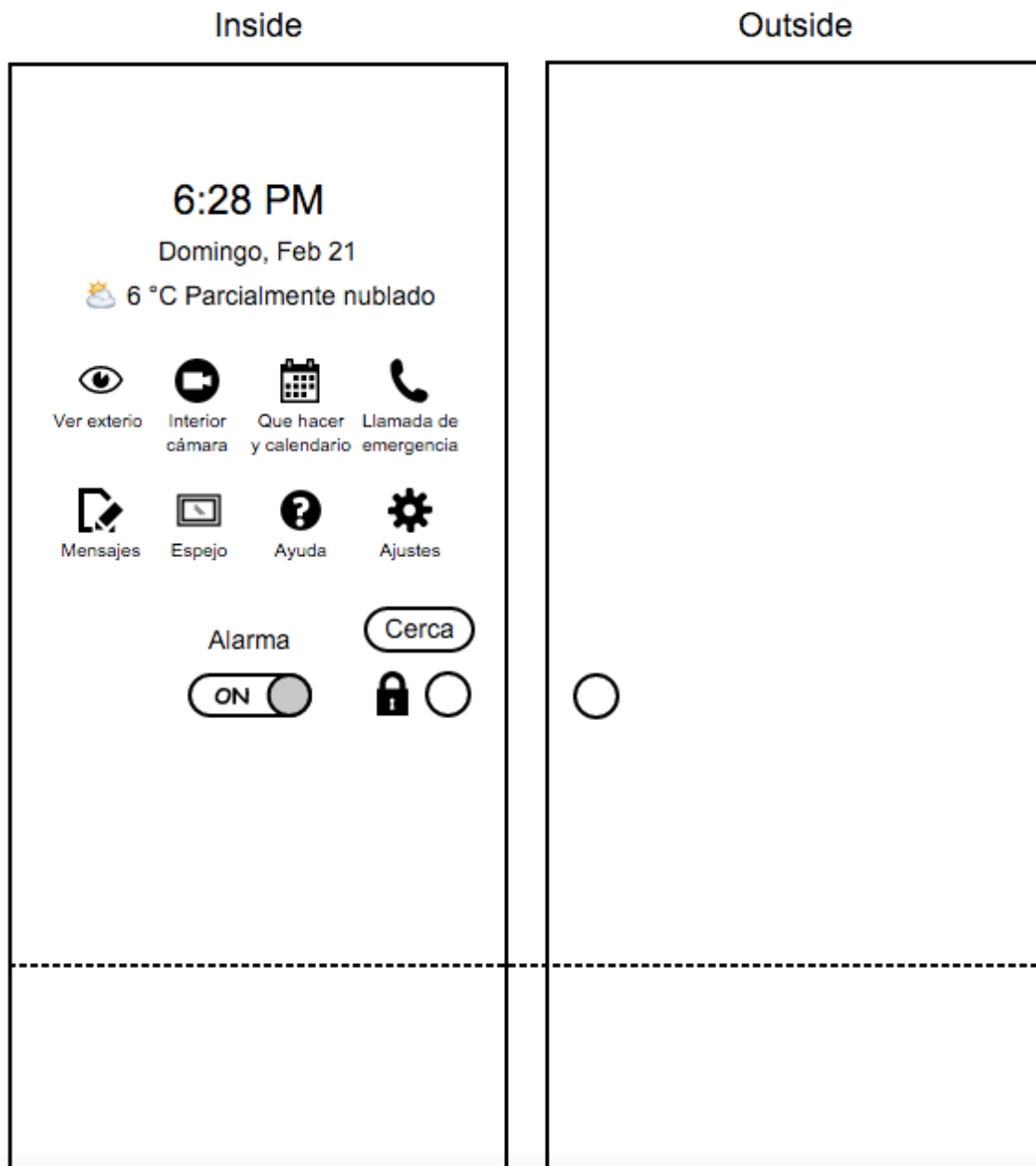
- The status of the inside door is as in Screen 20.
- The user wants to change the language of the display on both sides of the door.
- The user taps on the 'Language' option.



- The status of the inside door is as in Screen 21.

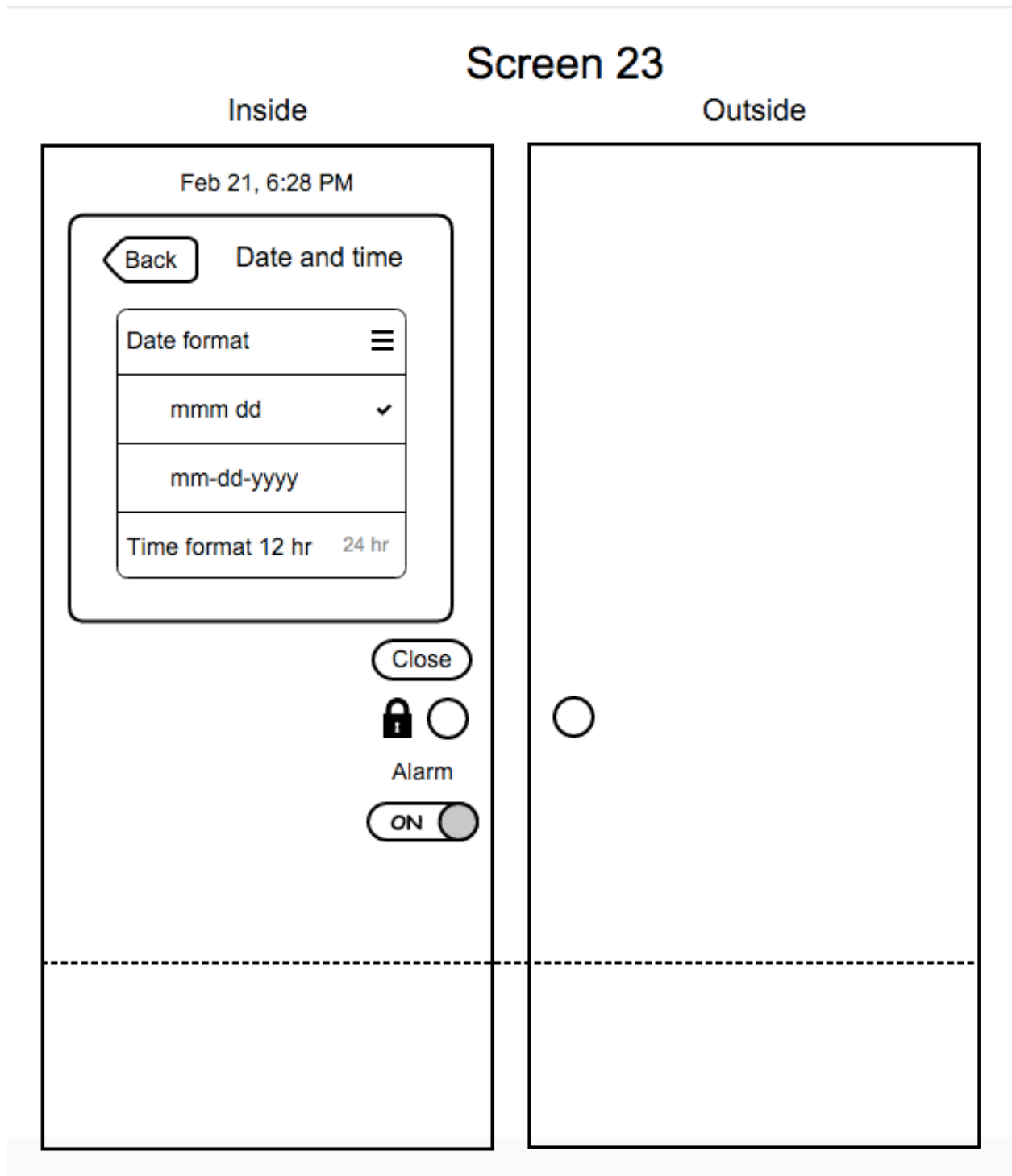
- The user has the option to tap on the down arrow to see all the ten available languages.
- The user taps on the desired language and selects it (Espanol here).
- The selected language is shown using a check symbol next to it.

Screen 22



- Any text on both sides of the door is displayed in the desired language as shown in Screen 22.

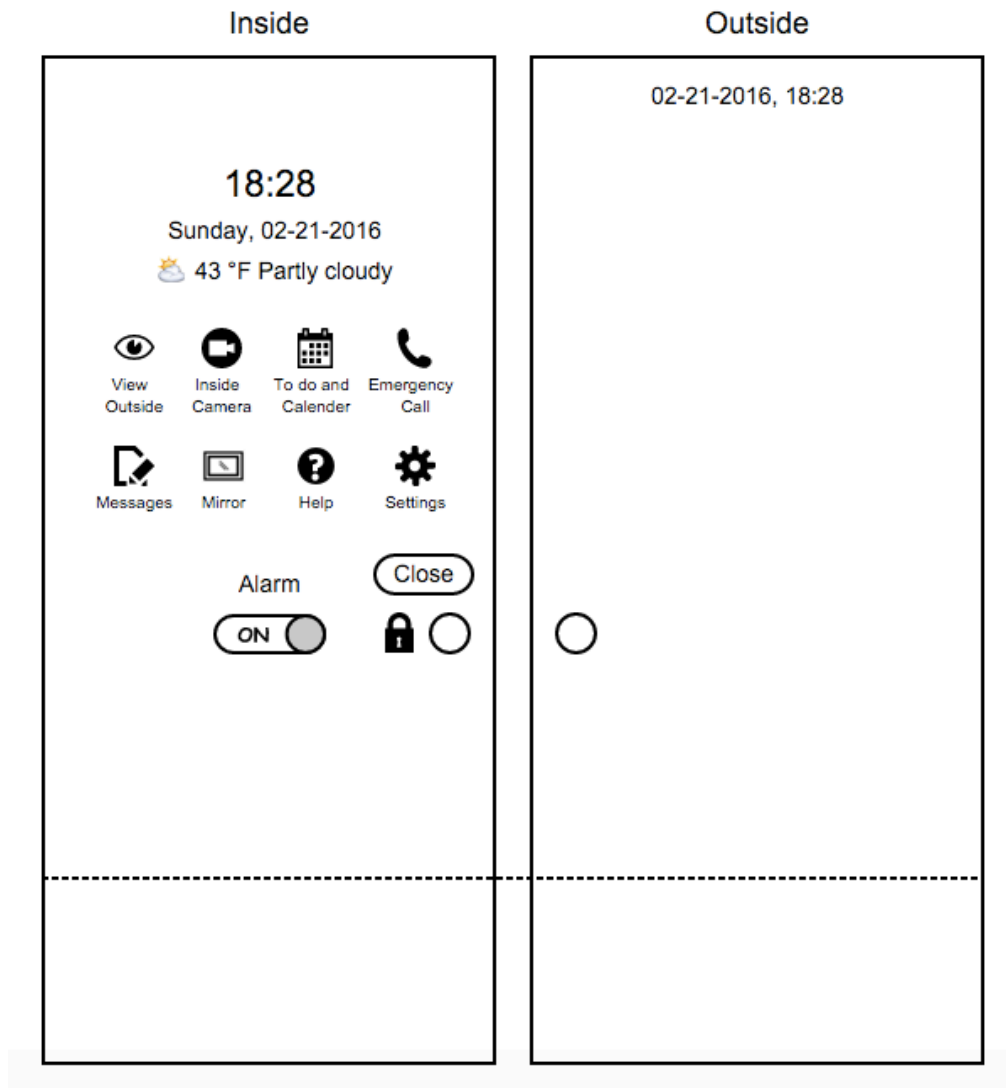
- When the status of the inside door is as in Screen 20 (main settings screen), if the user wants to set the date and time format, the user taps on the 'Date and time' option.



- The status of the inside door is as in Screen 23.
- The user has the option to select from various date formats.

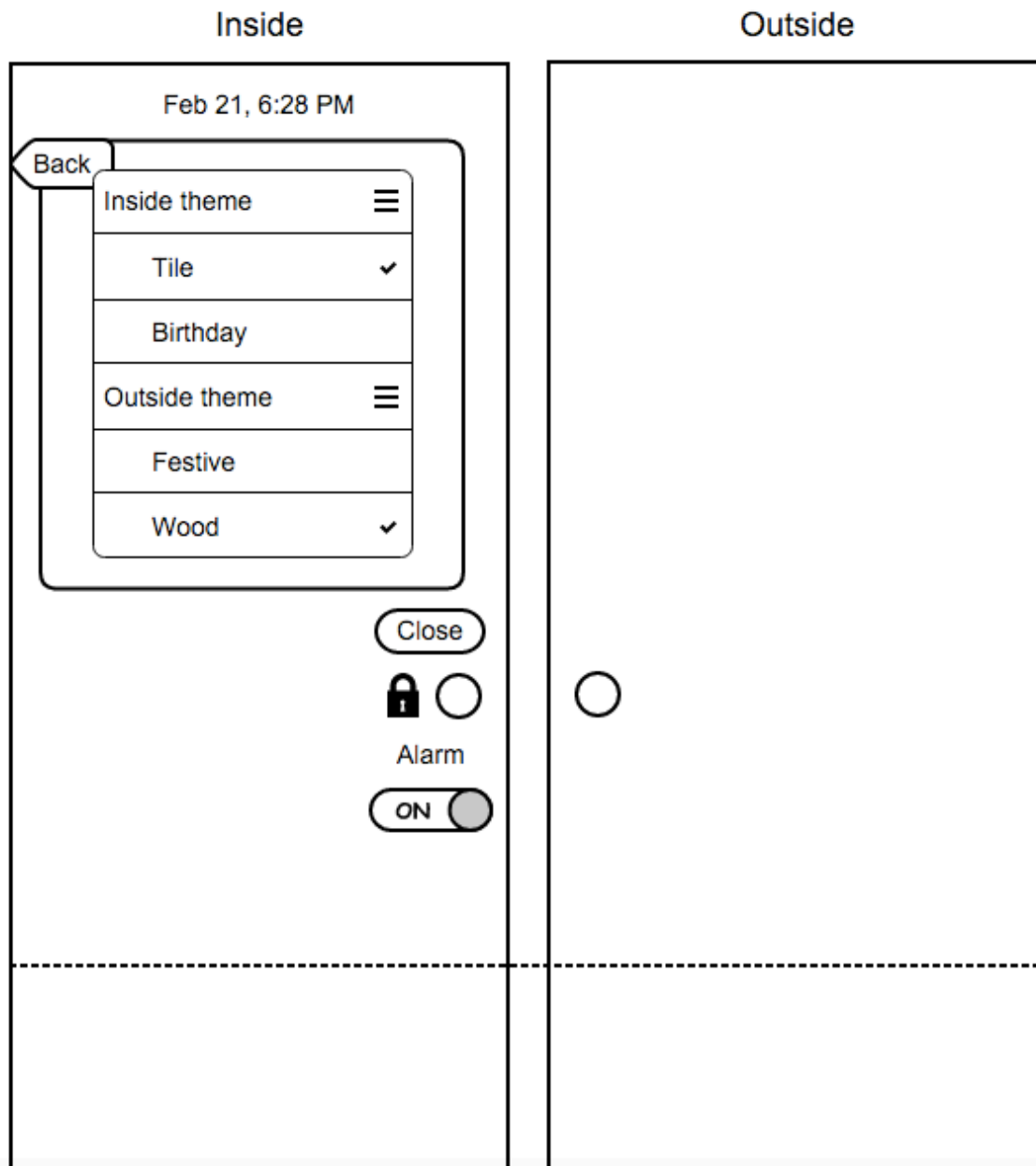
- The user selects on the desired date format and the selection is highlighted using a check symbol next to it.
- The user also has the option to change the time format between 12 hour and 24 hour clock.
- The user taps on the desired time format and the selection is shown in normal text where as the other format is shown in grey text.
- The user has the option to go back to Screen 20 (main settings screen) after making the selection using the 'Back' button.
- When the status of the inside door is as in Screen 20 (main settings screen), if the user wants to set the temperature units, the user taps on the desired temperature unit next to the 'Temperature units' option.
- The selected temperature unit is shown in normal text where as the other unit is shown in grey text.

Screen 24



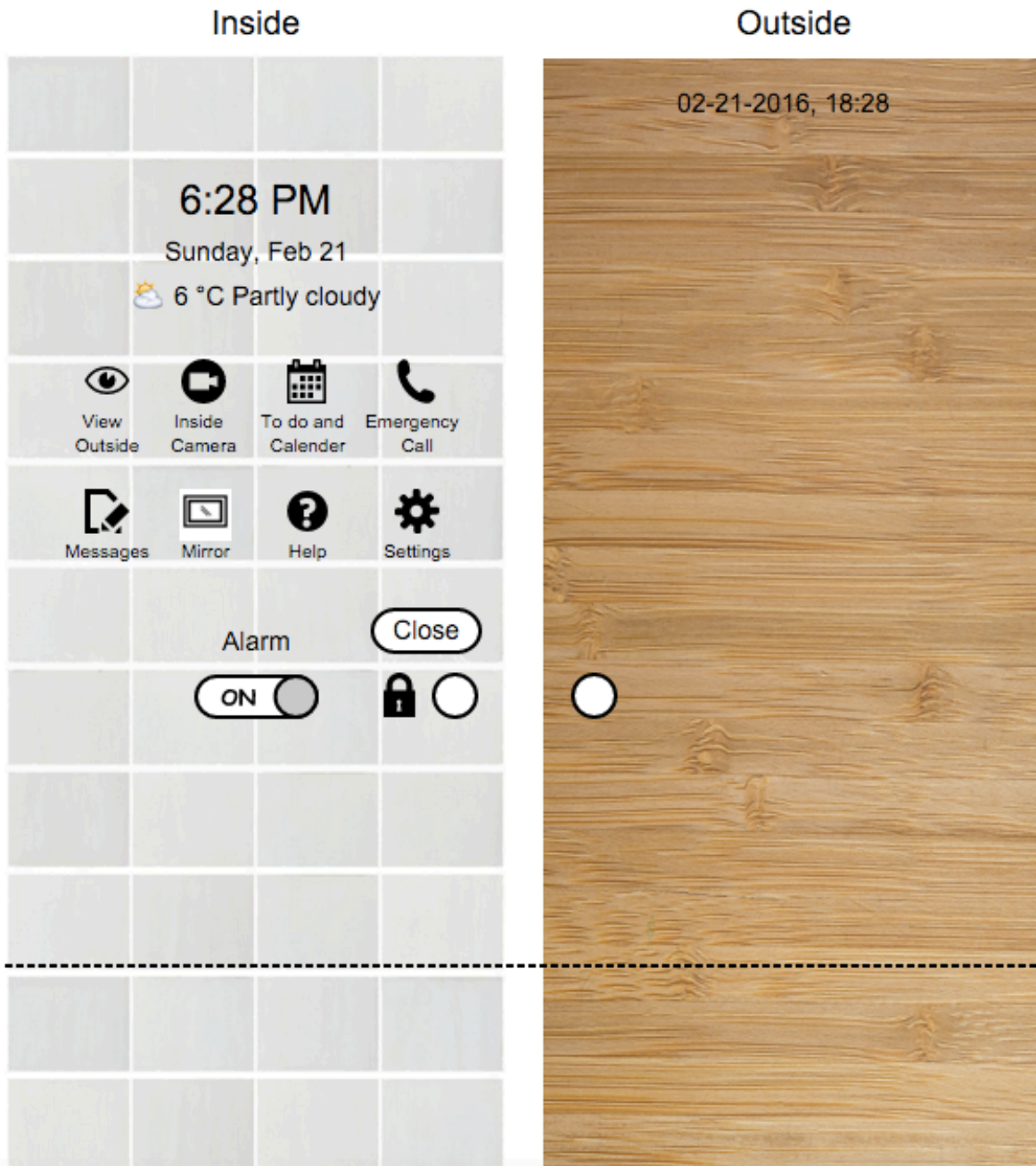
- The settings that are changed using the 'Date and time format' and 'Temperature units' options are reflected on the inside and outside door displays as shown in Screen 24.
- When the status of the inside door is as in Screen 20 (main settings screen), if the user wants to change the theme of the inside or outside door, he/she taps on the 'Theme' option.

Screen 25



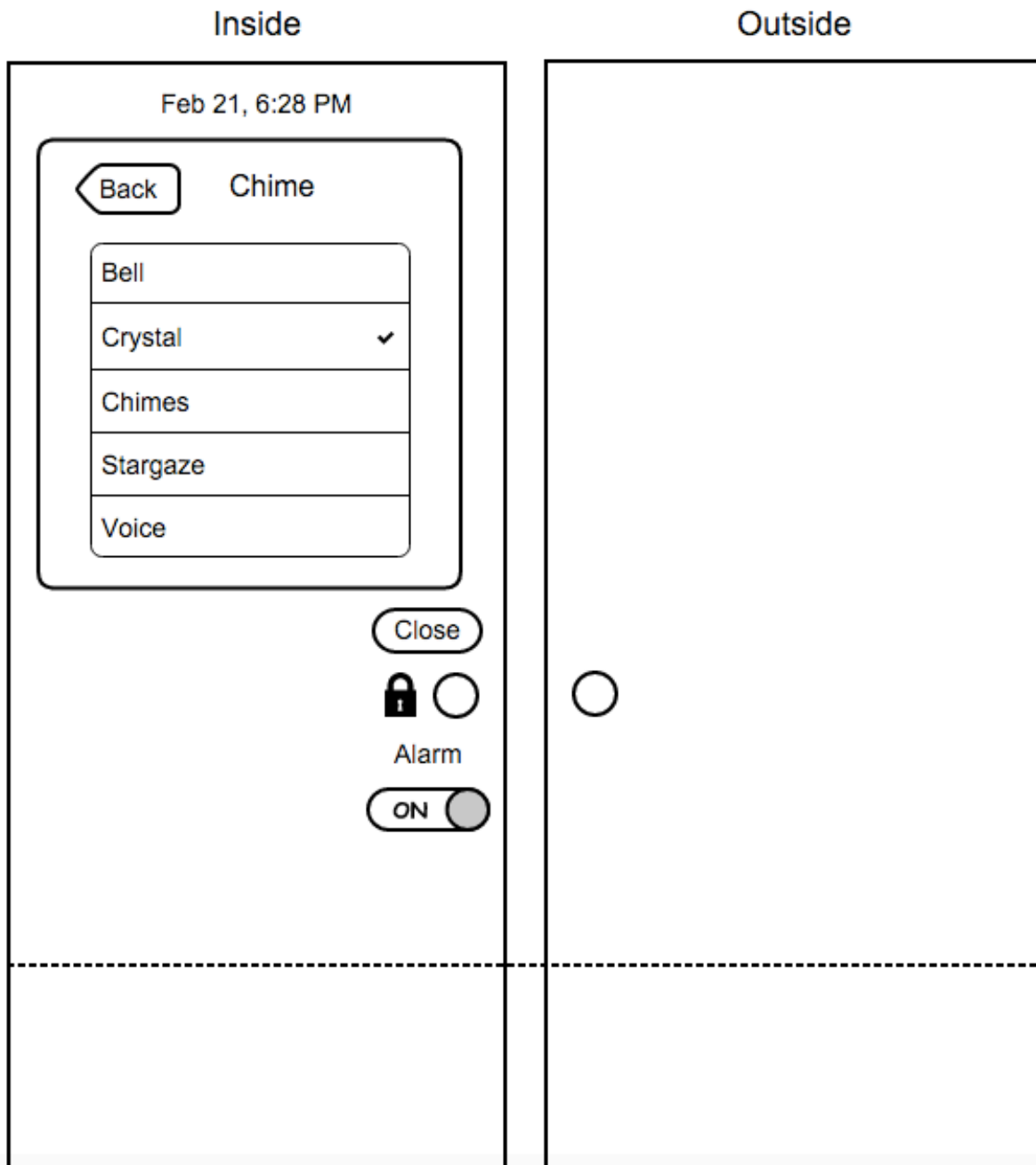
- The status of the inside door is as in Screen 25.
- The user has the option to select the theme for the inside and outside by tapping on the respective theme names and the selections are indicated using the check symbol next to the theme name.
- The user has the option to go back to Screen 20 (main settings screen) using the 'Back' button.

Screen 26



- The theme changes made by the user are reflected as shown in Screen 26.
- When the status of the inside door is as in Screen 20 (main settings screen), if the user wants to change the chime for the doorbell, he/she taps on the 'Chime' option.

Screen 27



- The status of the inside door is as in Screen 27.
- The user has the option to select from various sounds. On selection, the chime is played and the name of the chime is highlighted using a check symbol next to it.
- After selecting the chime, the user has the option to go back to Screen 20 (main settings screen) using the 'Back' button.