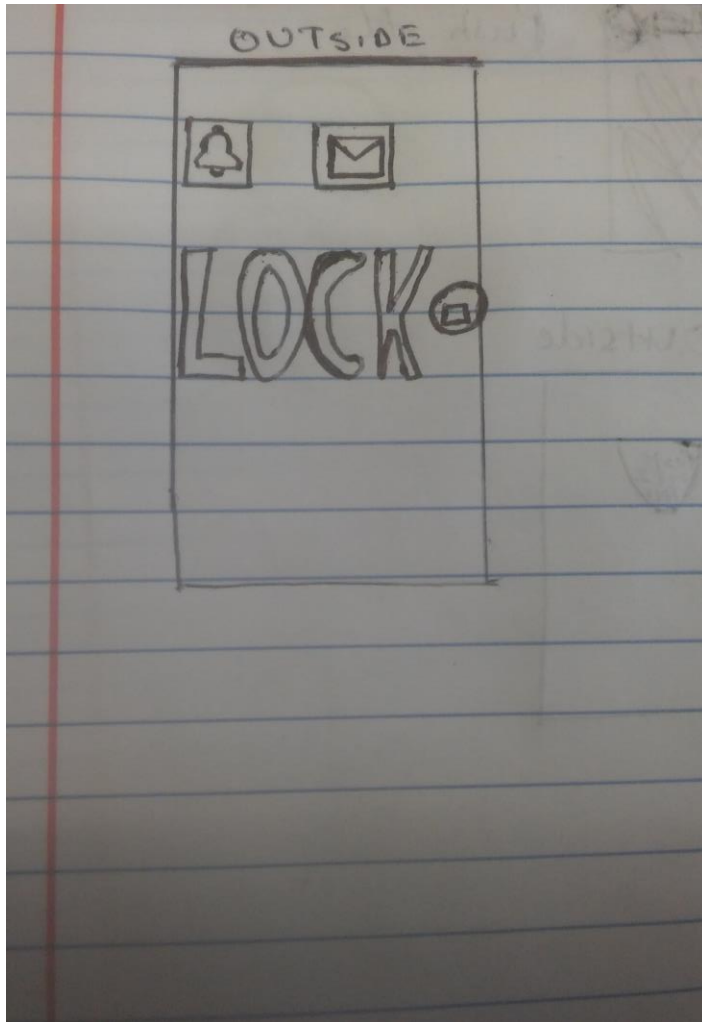


Initially the door has got the status of the door (locked/unlocked) along with 2 icons, “door-bell” and “leave a message” on the top of the door. Anyone on the outside can either ring the “door-bell” to begin the interaction or click on the message icon to leave either text or audio message.

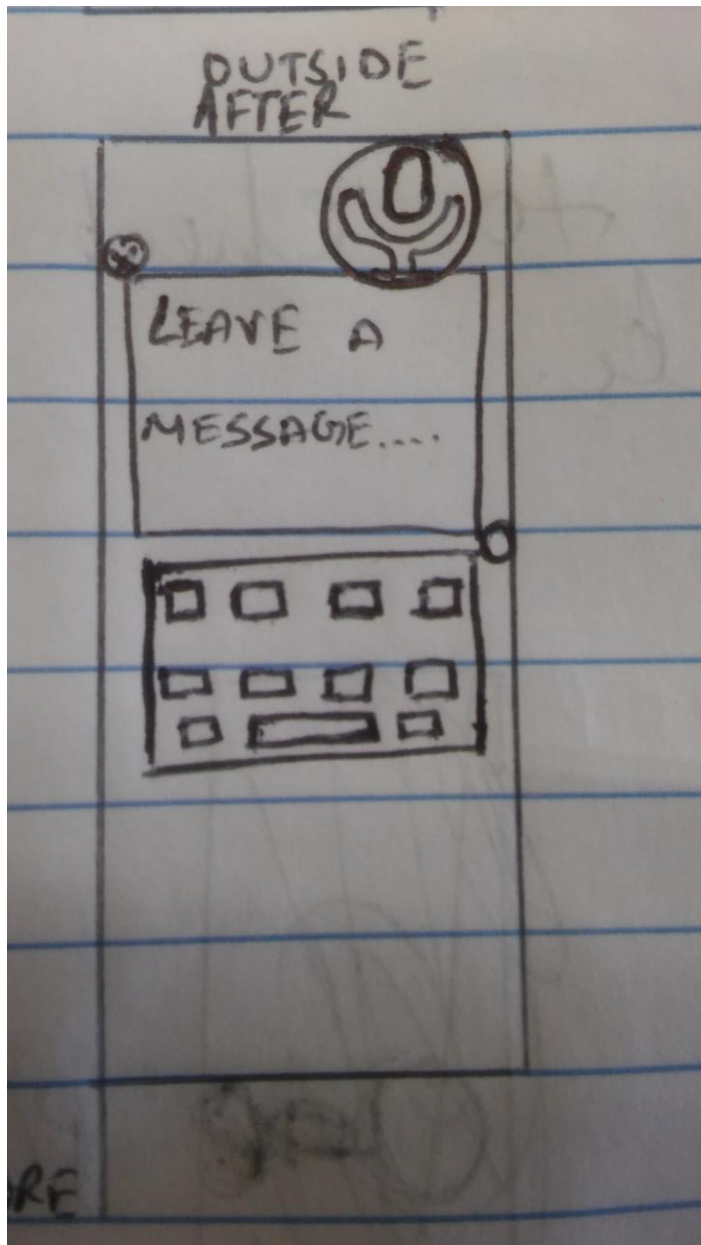
The user does not require Key (physical) to unlock the door. He scans the thumb on the thumb print scanner to gain access. The thumb prints can be saved as a set of prints for the family members of that particular house.



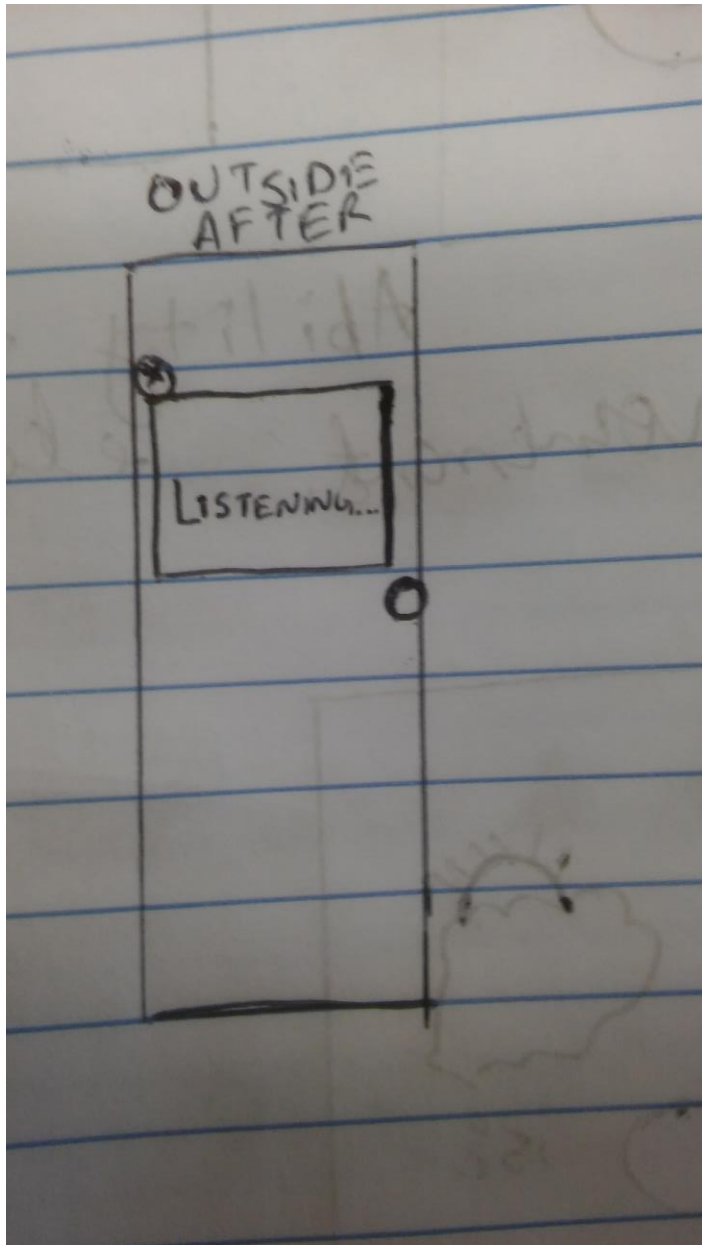
If the user outside leaves a message, it will be highlighted in the messages section of the user of the house and he can view the message on going on the message tab.

The user outside has got the option to store the message in text or audio format.

After clicking on the message tab:



After clicking on the mike button:



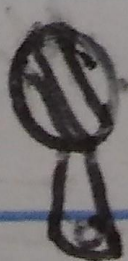
On the inside, the user has got an array of options for the door.

The main screen will look something like below:

7:13 1°C

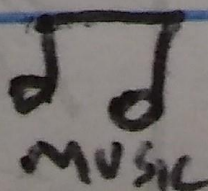
MONDAY, MAR 4

GOODMORNING

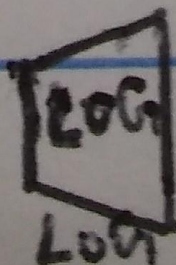


MIRROR SOS

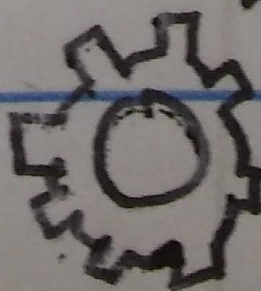
NEWS



MUSIC

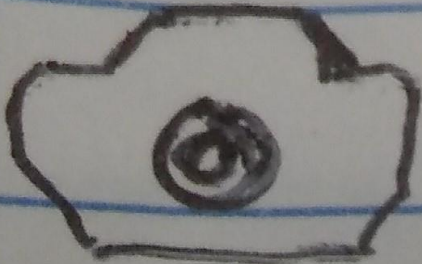


LOG

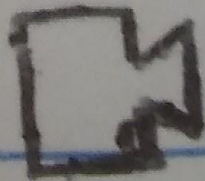


SETTINGS

AFTER
INSIDE



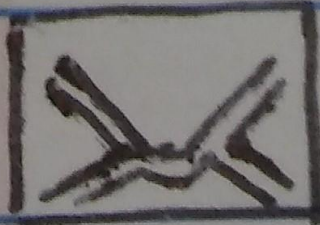
CAMERA



VIDEO



MAP



MESSAGE



ALARM

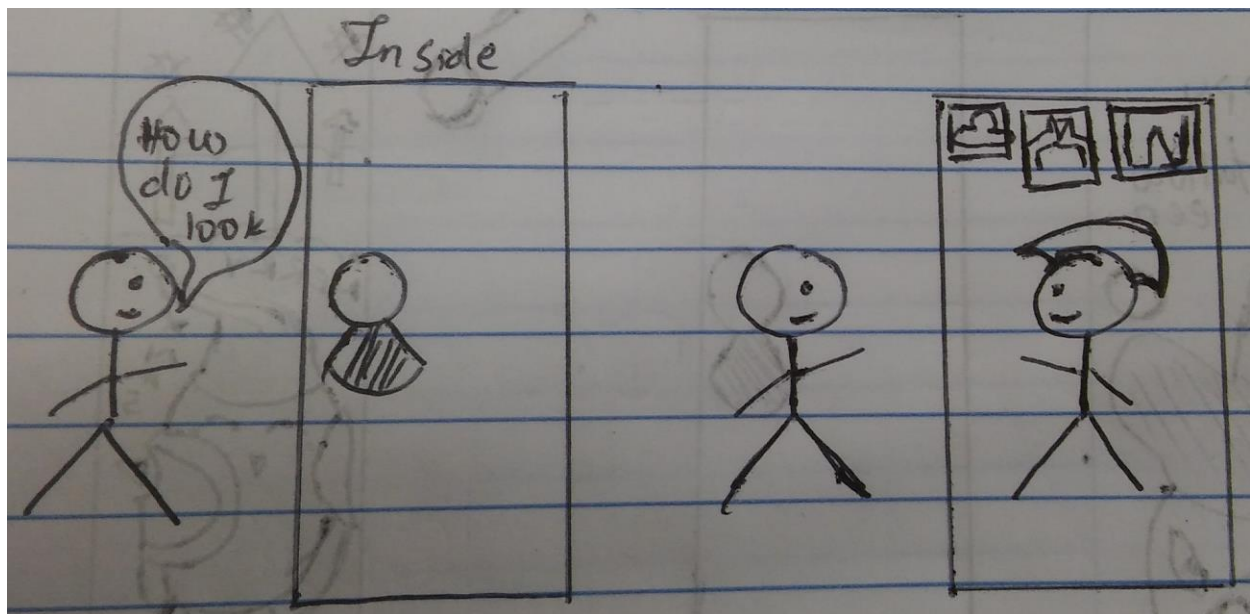
There will be time displayed on the top of the screen followed by current temperature and then date along with month will be displayed next and then there will be greeting message which will greet the user according to the time of the day and then user can choose from the series of options displayed to him.

I will now highlight what all functionalities to be implemented for each of the icon.

1. Mirror

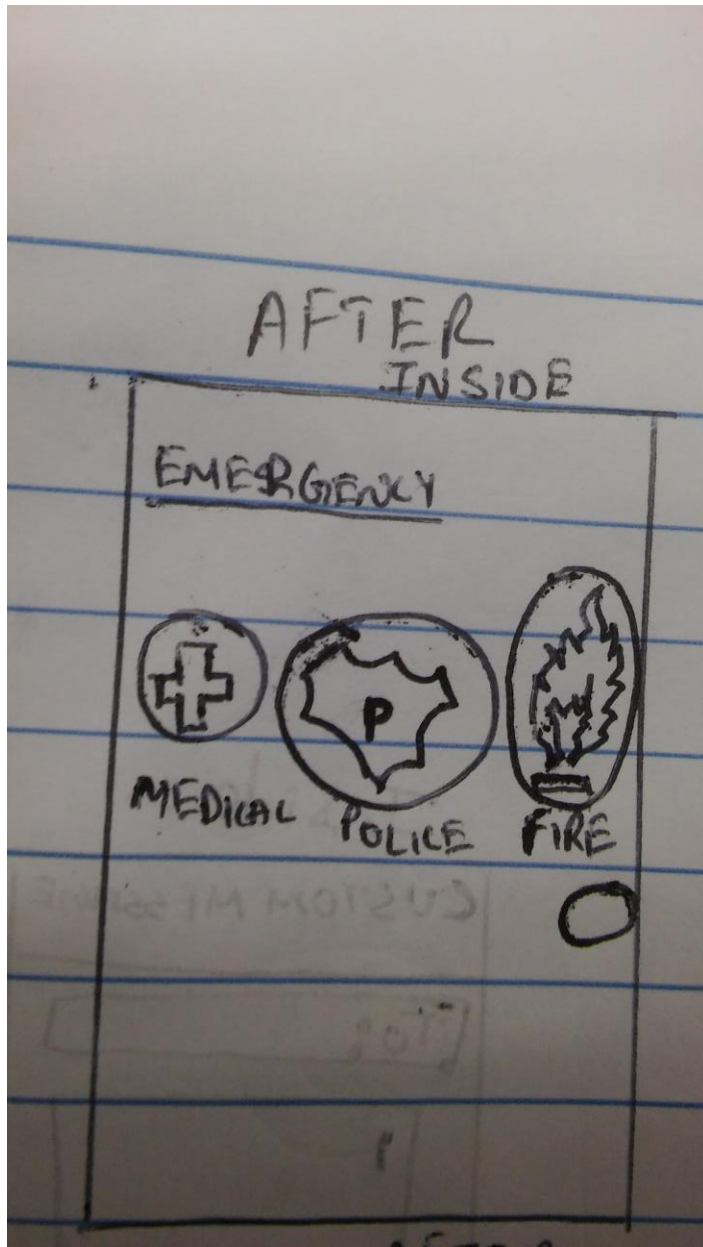
On clicking on the mirror icon, the door gets converted into a mirror and using the interior camera displays the image of the user on the door. The user will be able to check himself out in the life size mirror. Alternatively, the user can use keywords like "How do I Look" to invoke the mirror option.

There is also an added effect that the user can choose various apparels from the options displayed and check himself out in those apparel. There will be images of caps, hats, suits, trousers etc.



2. SOS (Emergency) option.

We are providing the user with emergency option so that he can call police, fire department or medical staff from the door itself.



3. News:

The user can get news headlines of the current day on clicking the news icon.

AFTER
INSIDE

NEWS

HEADLINE 1

HEADLINE 2

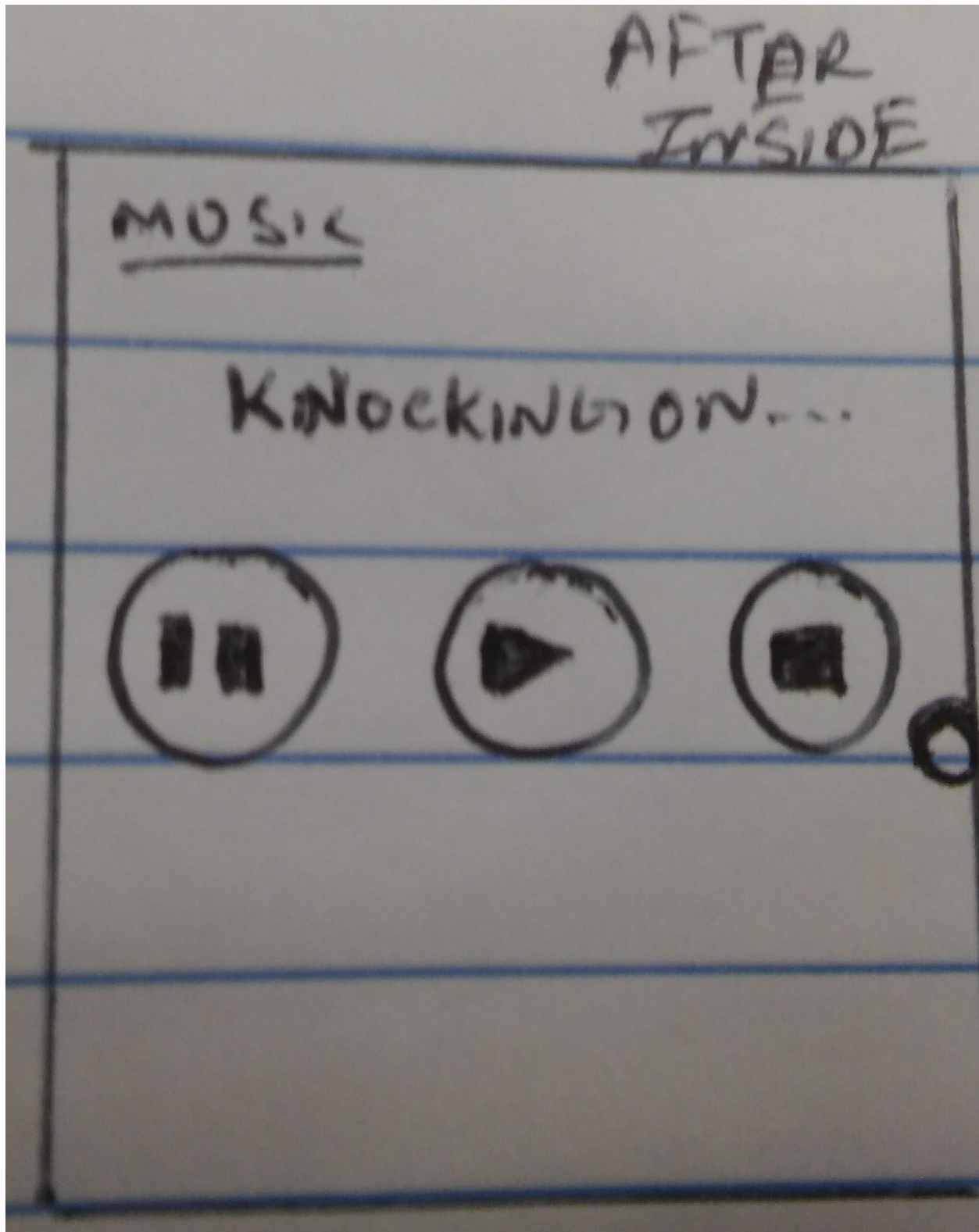
HEADLINE 3



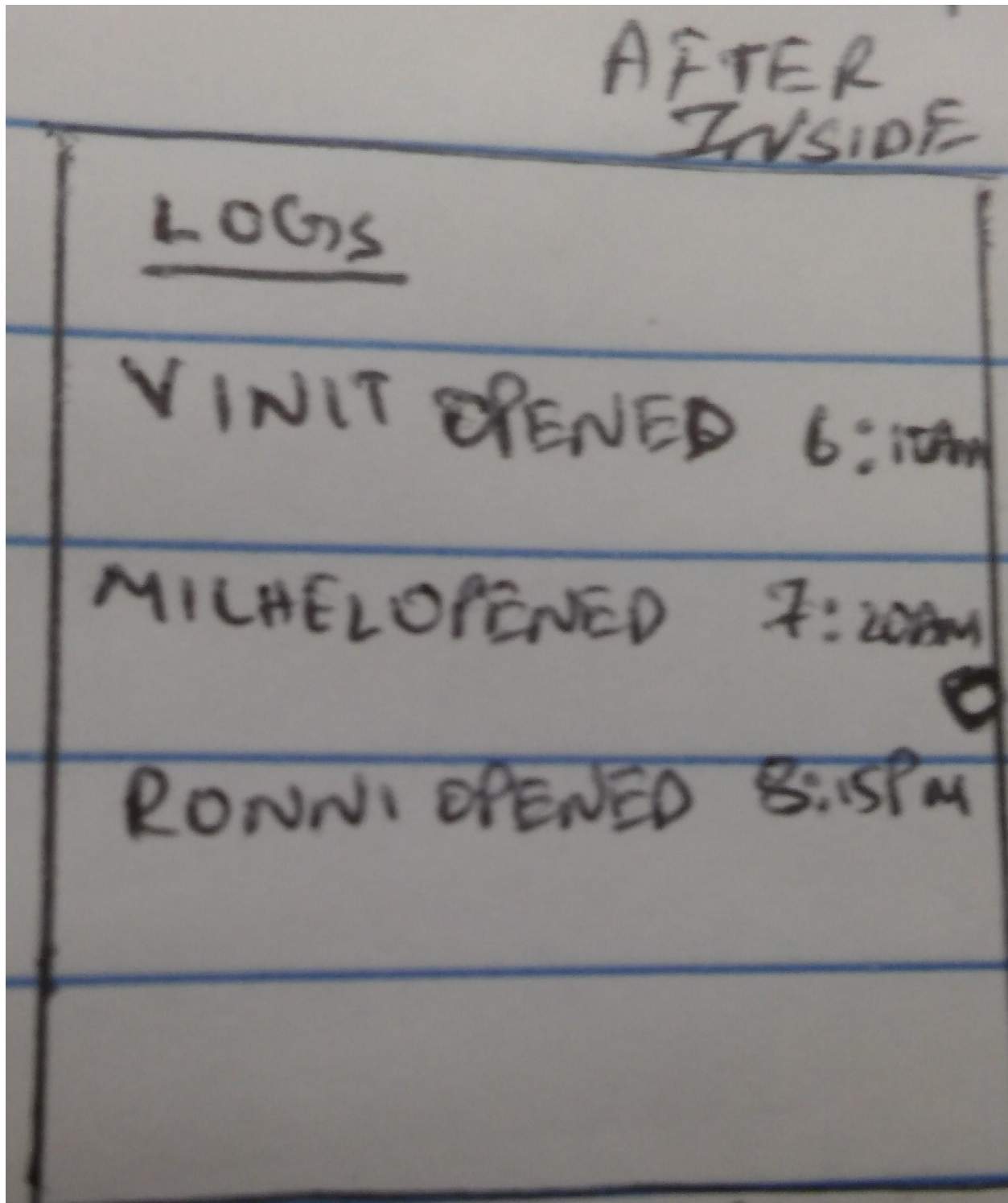
4. Music:

There will be music running on that can stopped, paused or the track can be changed.

The music options can be found under the music icon.

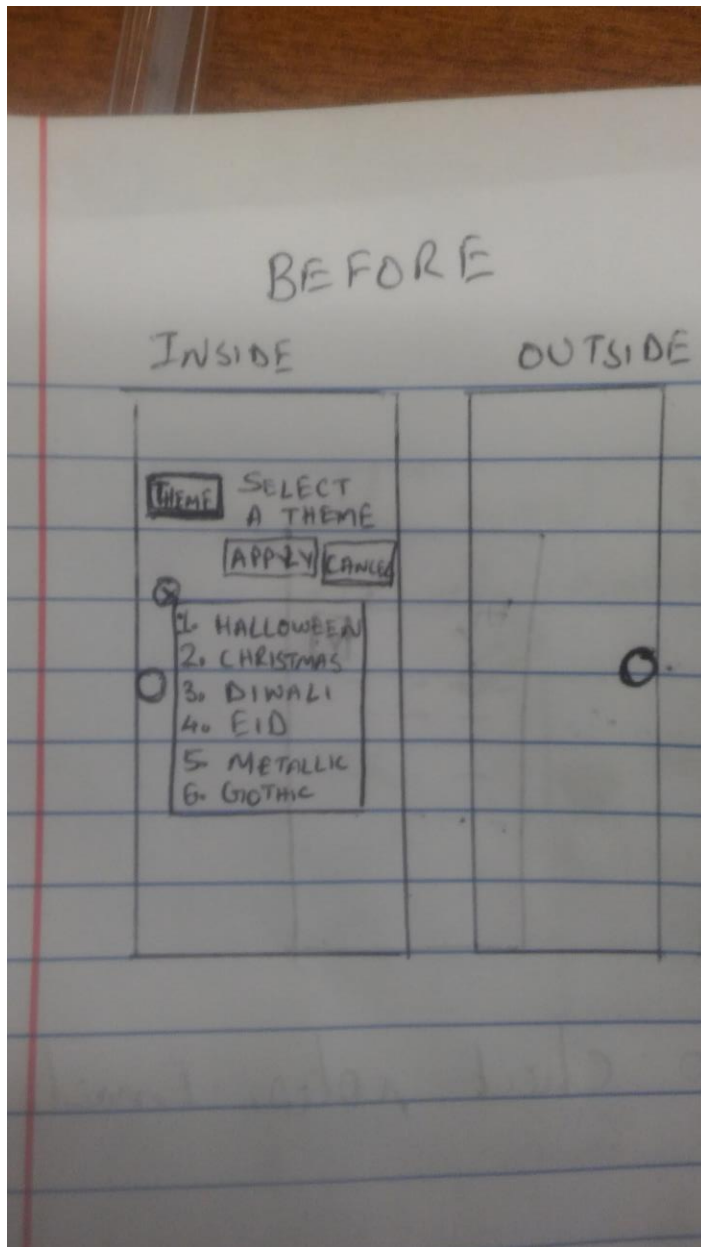


5. Logs: There will be log maintained for the user who have last opened the door. This is another added feature and can be a useful feature in security purpose.

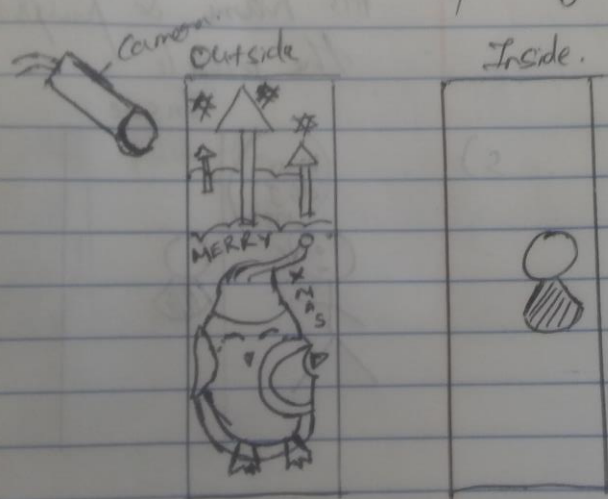


6. Themes Selection:

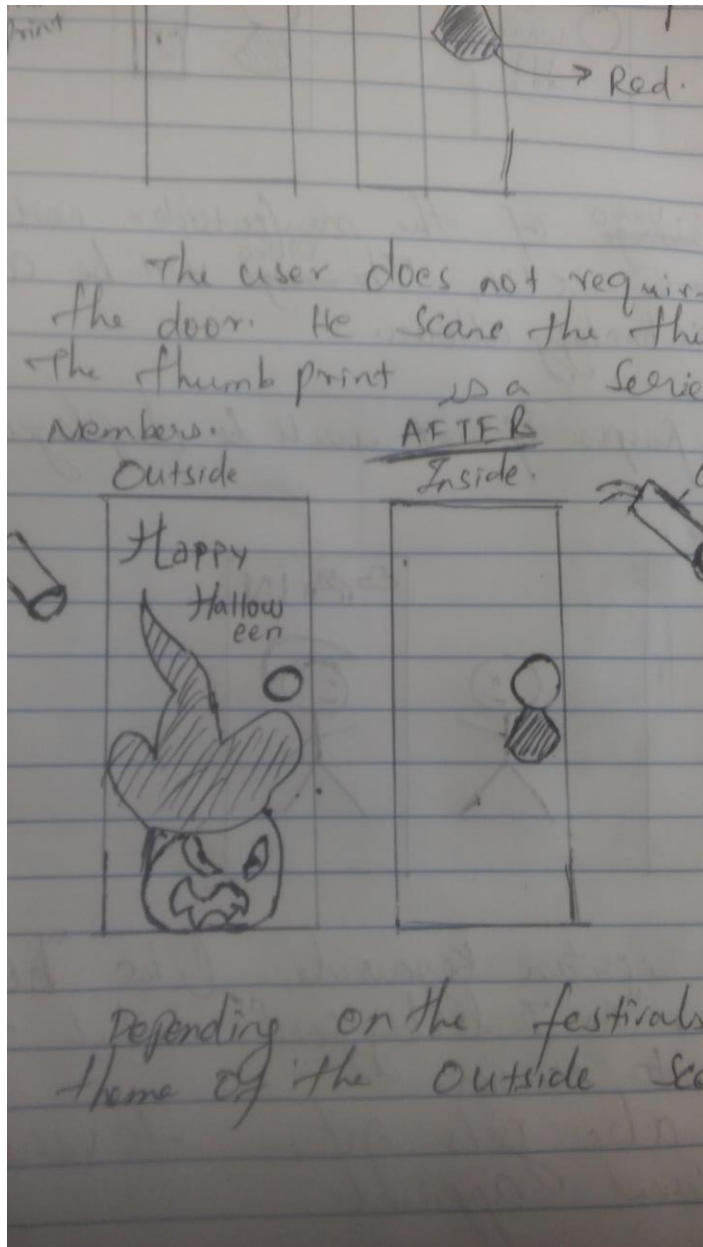
The user can select themes from the themes icon and can set them for holiday purpose or just to show off his door's cool "colors".



require key (physical) to unlock
a thumb print to gain access.
Series for all the family



stivals, it changes the
scenery.



7. Lights and Fans:

The user can turn on or off the lights and fans once he approaches the door and clicks on the Lights and fan icon. This is useful when he is either leaving the house or coming from outside and want to switch on/off the items from the door itself.

AFTER INSIDE

LIGHTS & FANS



MAIN HALL



KITCHEN



MAIN
HALL



KITCHEN

8. Alarms:

The user can turn on/off the house alarm from the alarm option.

In side

ALARM

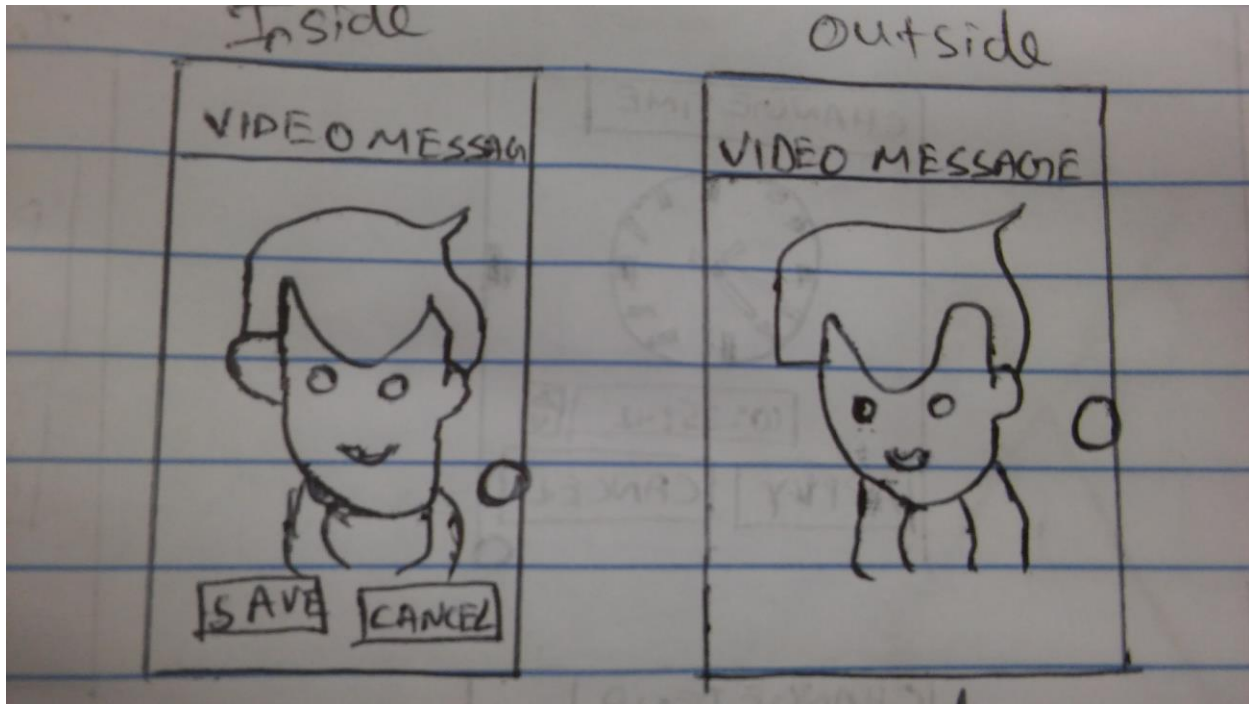
ALARM-ON

☐ OFF

9. Video

The user can leave video message for the outsider people. This is another added feature and the message can be customized for the selected set of people.

This option can be accessed on clicking the video icon.

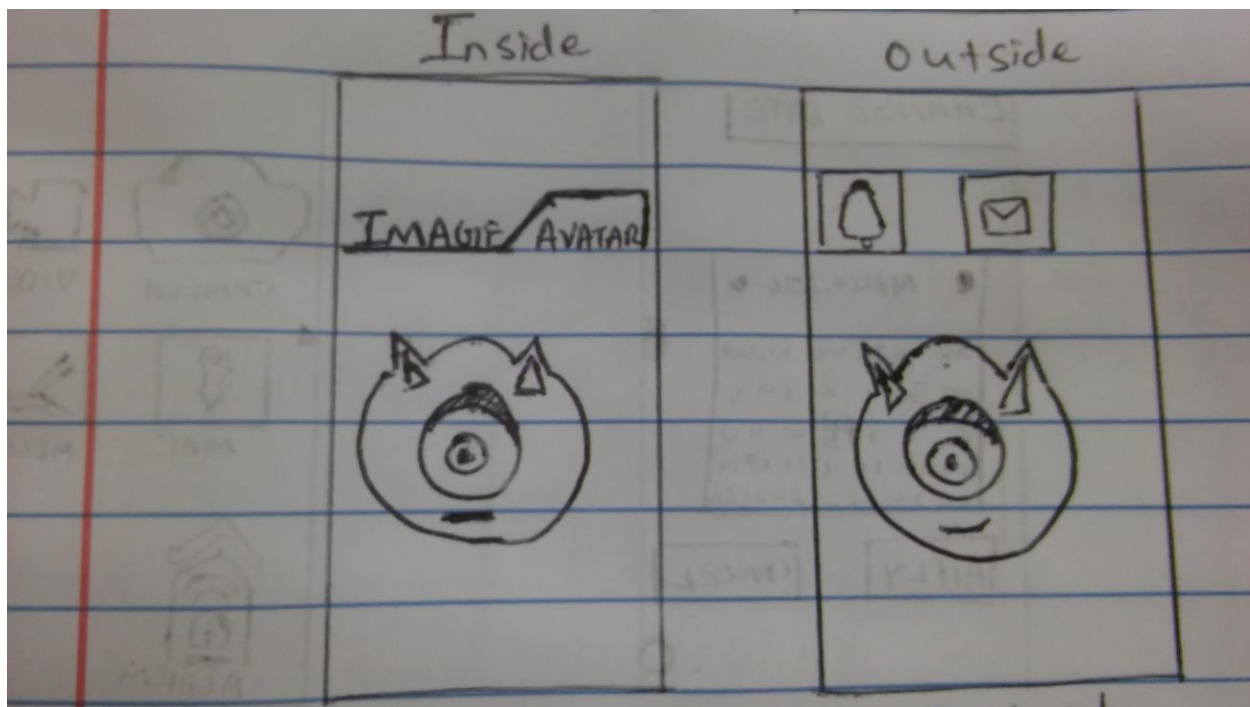
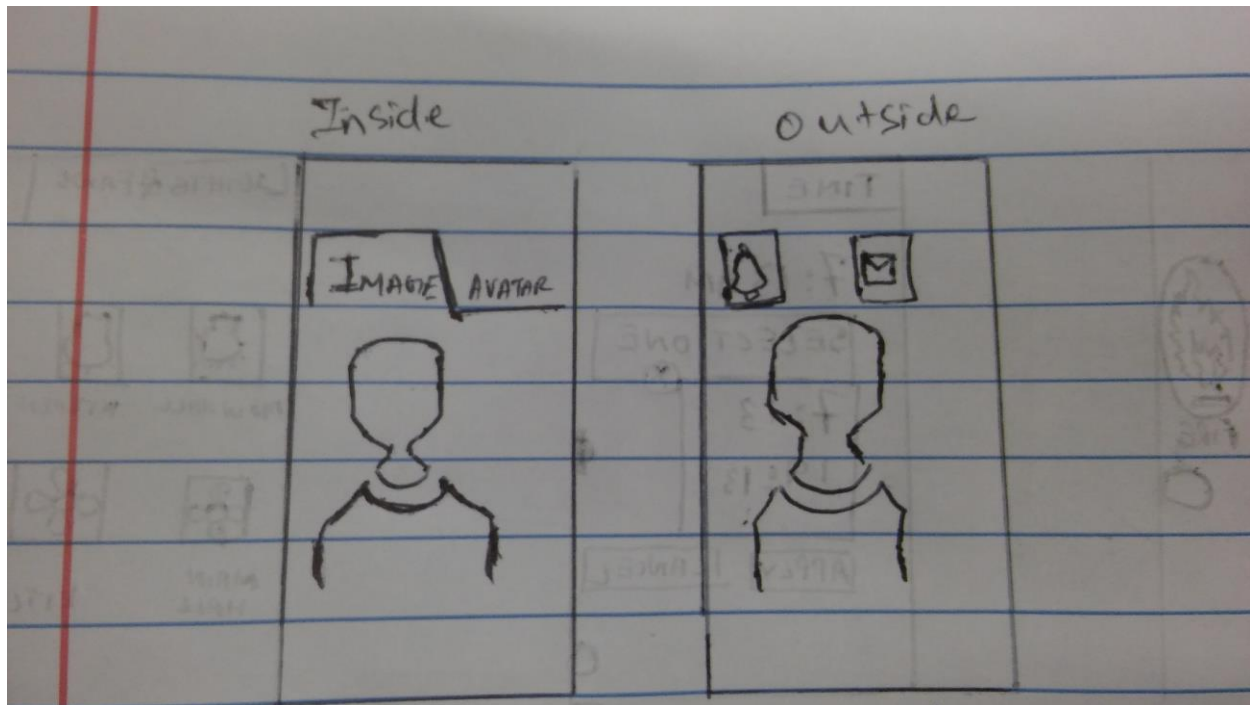


10. Camera:

The user can interact with the outsider with the help of the camera option.

On clicking the camera icon, he gets the option to either interact with the outsider and show his image or just an avatar of him.

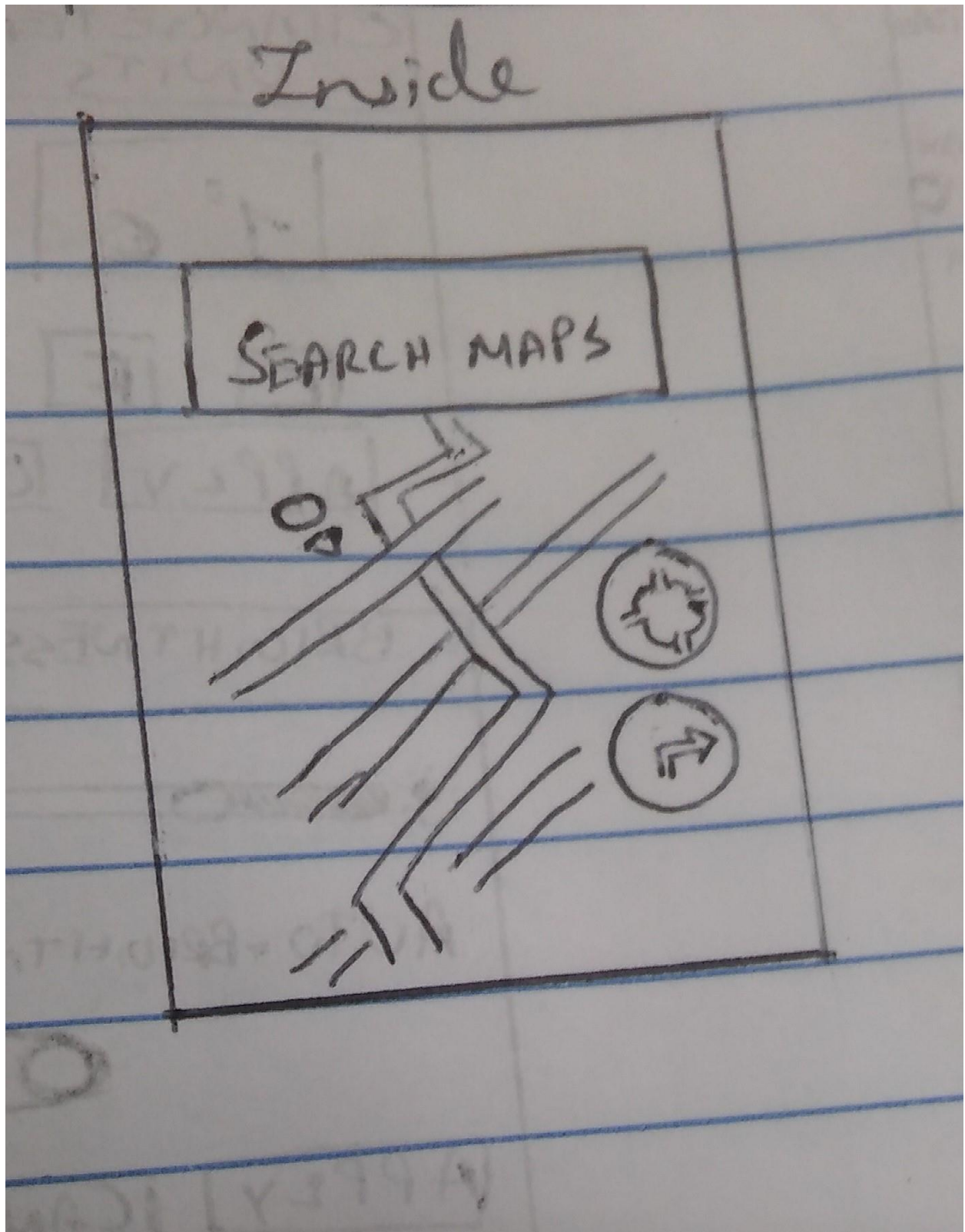
He invokes the camera option on clicking the camera icon.



11. Maps:

The user gets the option to search for a particular location on the maps on the door itself.

The map option is invoked on clicking the map icon.

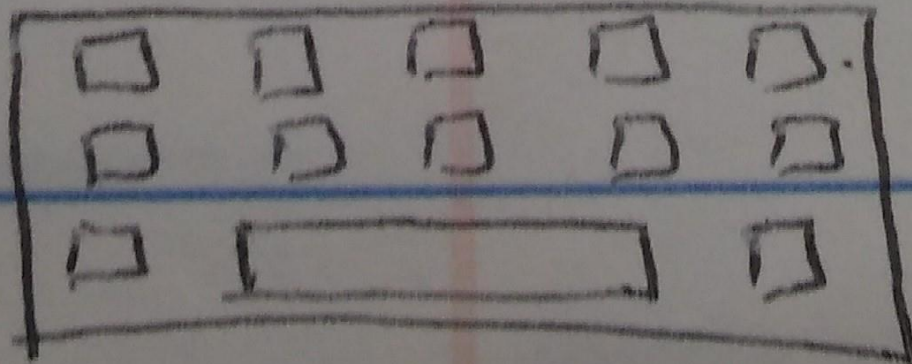


12. Messages:

The user on clicking the message icon, open the message option wherein he can draft messages that can be displayed on the door. This message can be generic or customized message for few people.

INSIDE

PLEASE DO NOT
DISTURB!!!
o o o

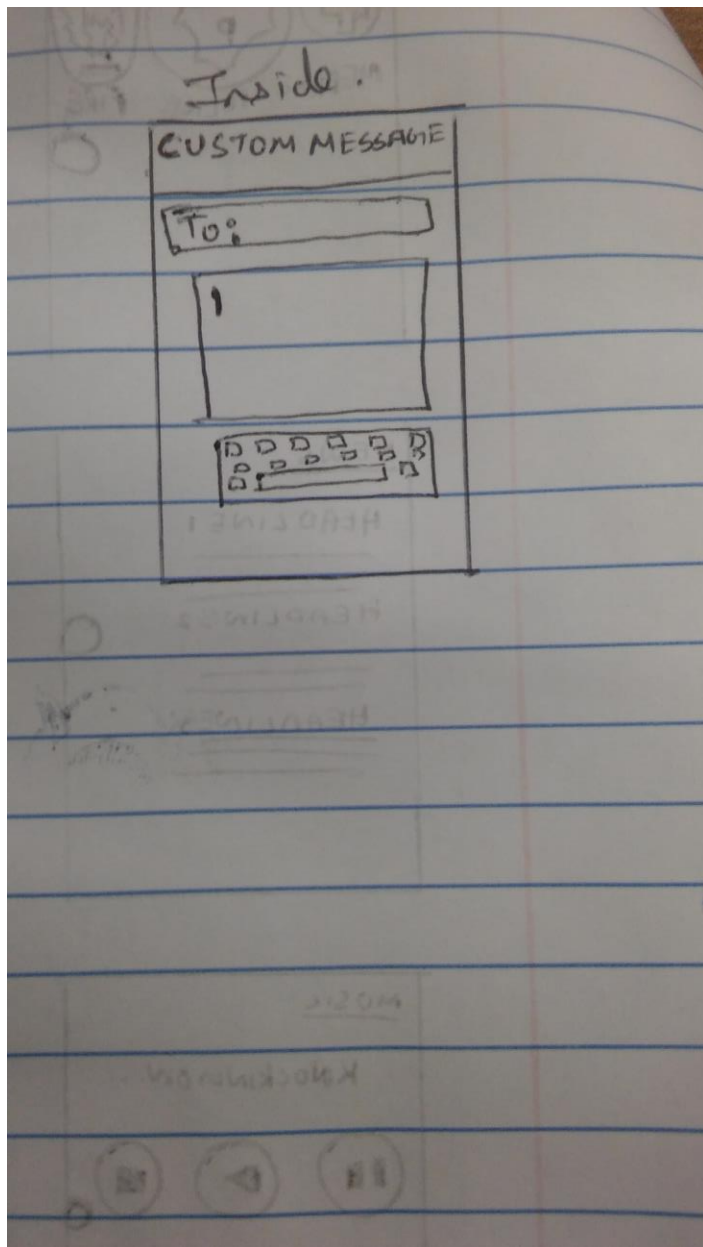


OUTSIDE.



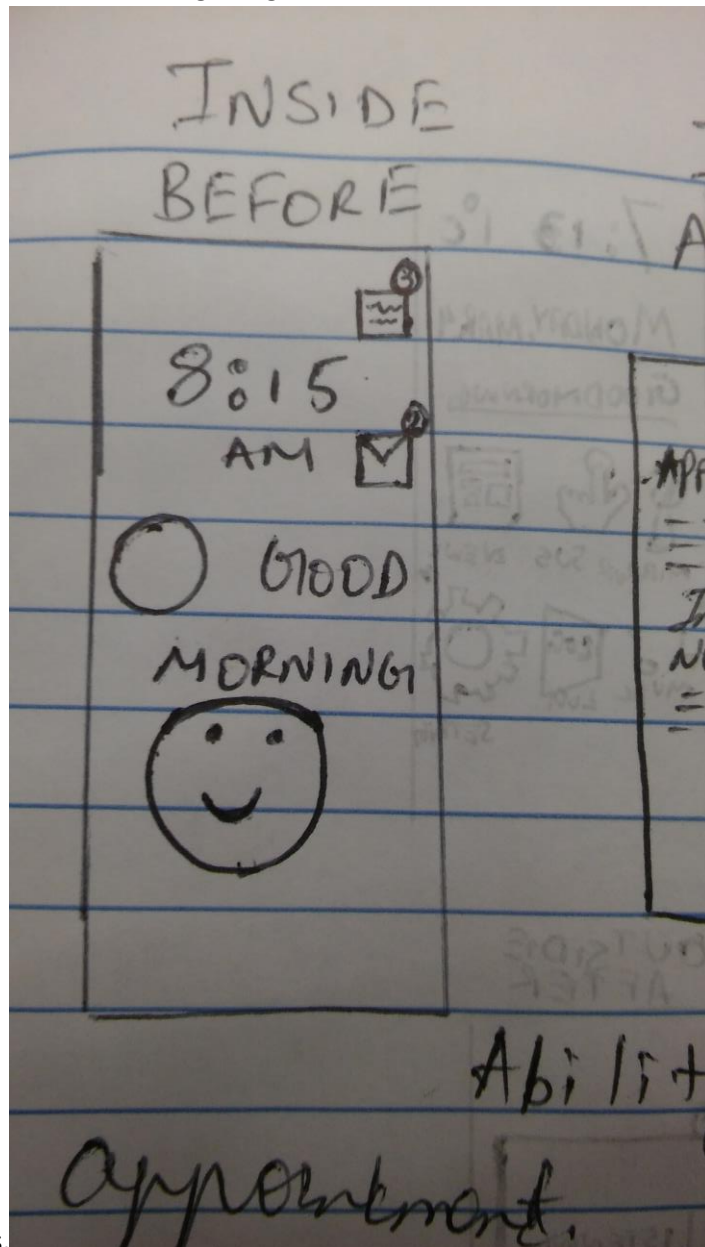
PLEASE DONOT
DISTURB!!!

LOCK O

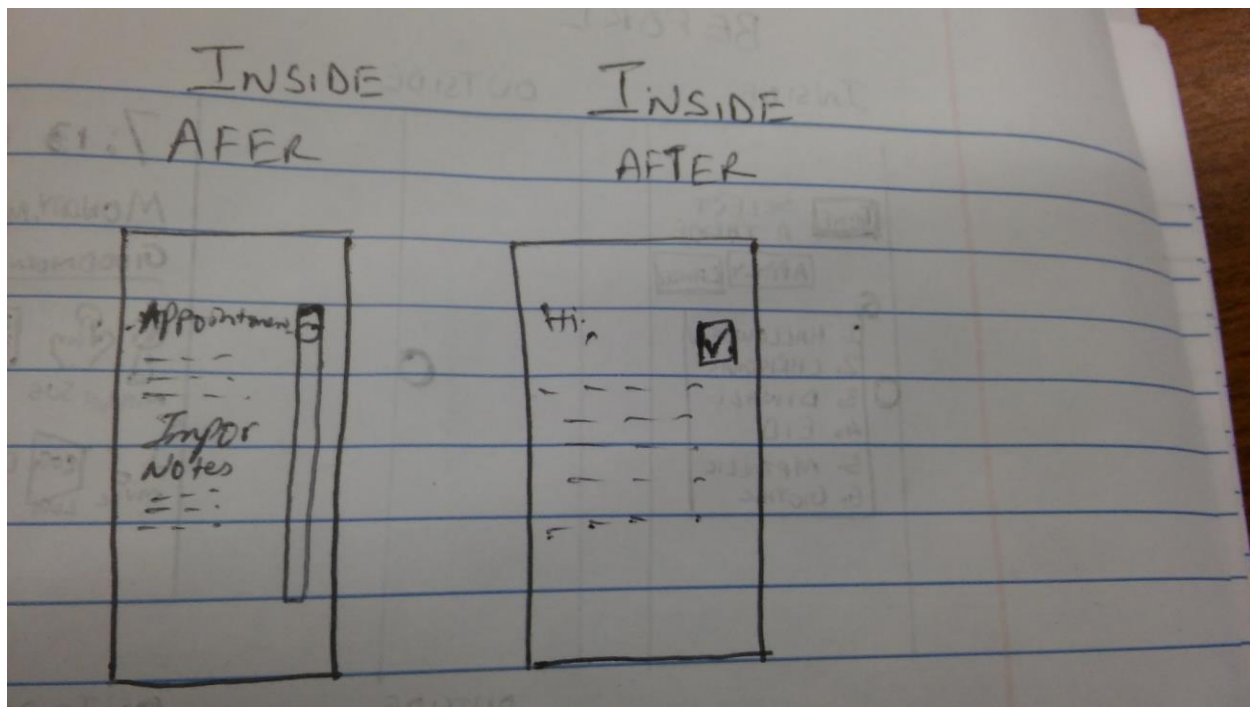


13. Notification:

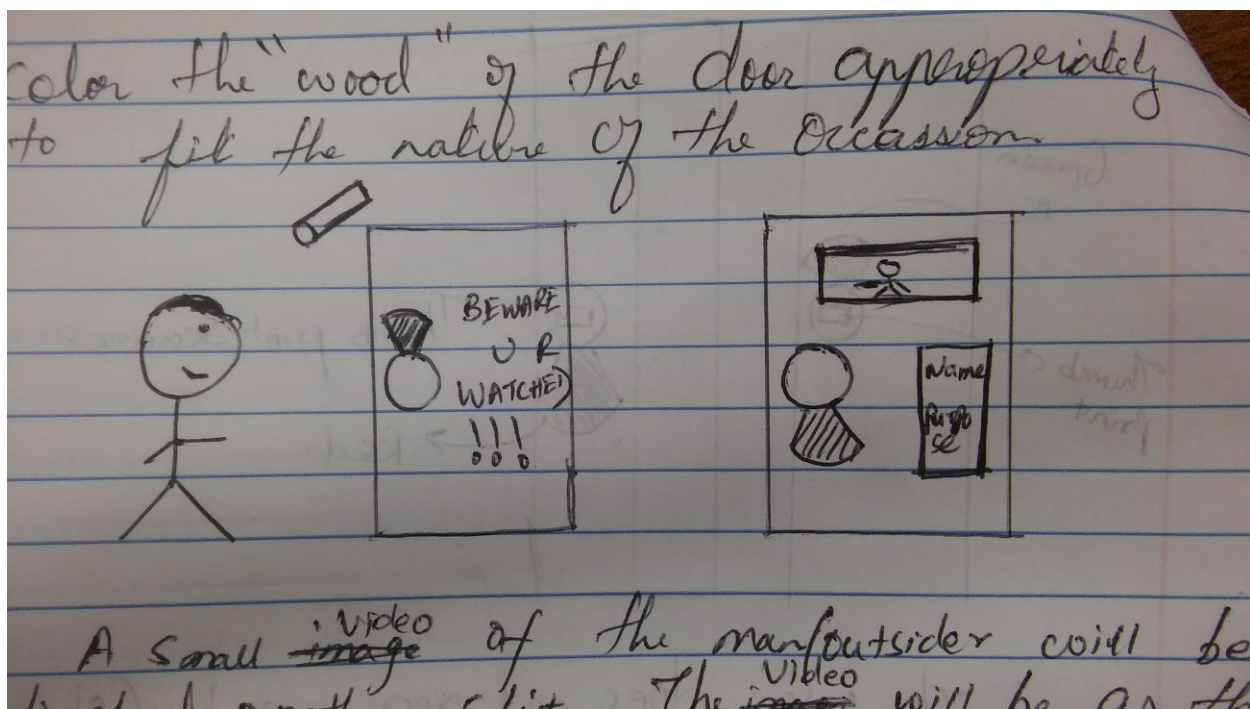
The user will be getting notifications on the door if there are messages for him and also if the user has got appointments he will be getting



notifications.



The outside person's video will be available to the user and the user can see the video on the screen of the door.

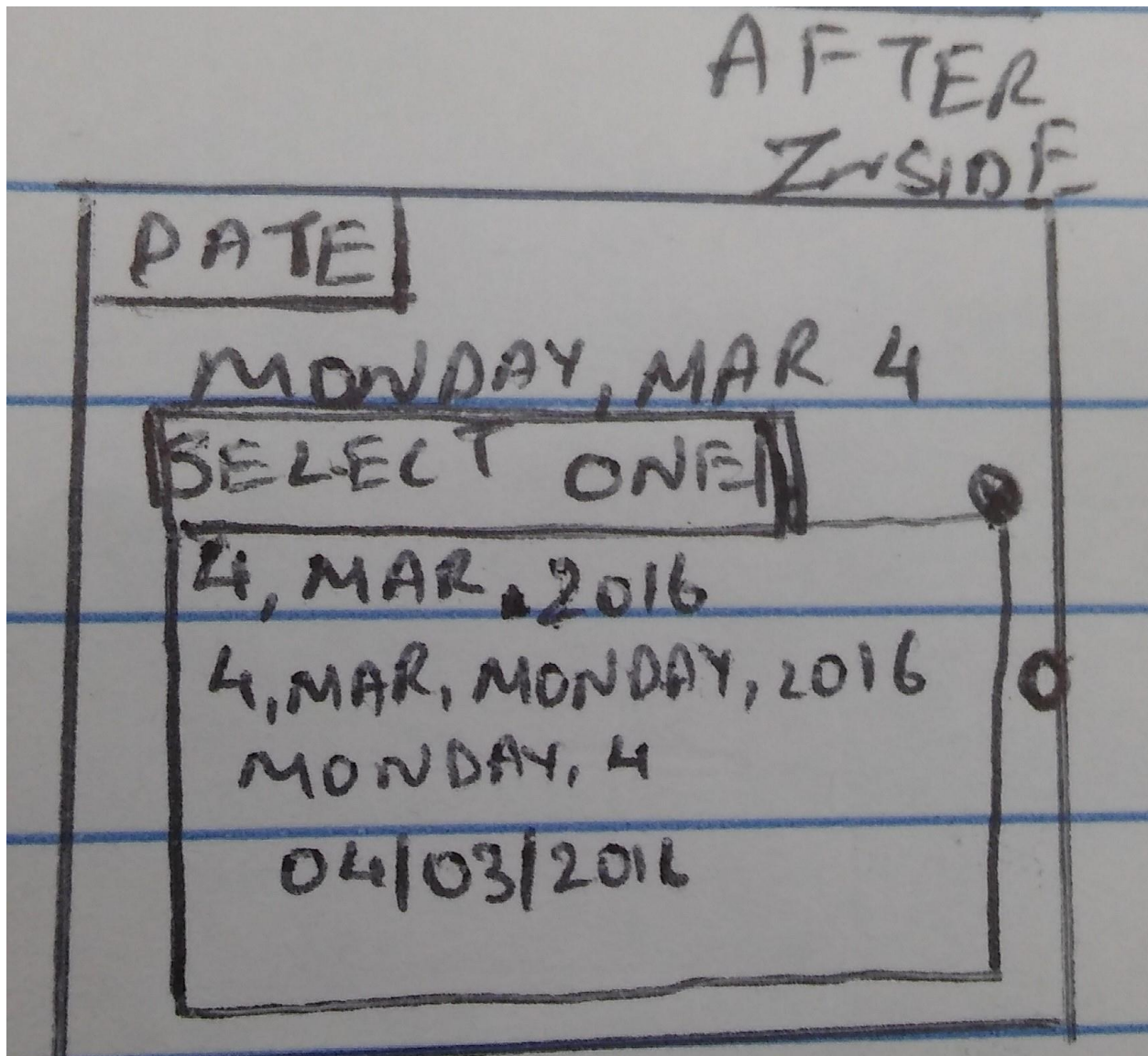


Settings:

The user can change his date/time format or change the date and time itself.

The user can also change the format in which the temperature unit is been displayed that is from C to F.

The user can change the brightness of the door and can also set it to auto bright.



AFTER
INSIDE

TIME

7:13 AM

SELECT ONE

7:13

19:13

APPLY

CANCEL

0

AFTER
INSIDE

CHANGE DATE

MARCH, 2016

SU MO TU WED TH FRI SAT

29 30 1 2 3 4 5

6 7 8 9 10 11 12

13 14 15 16 17 18 19

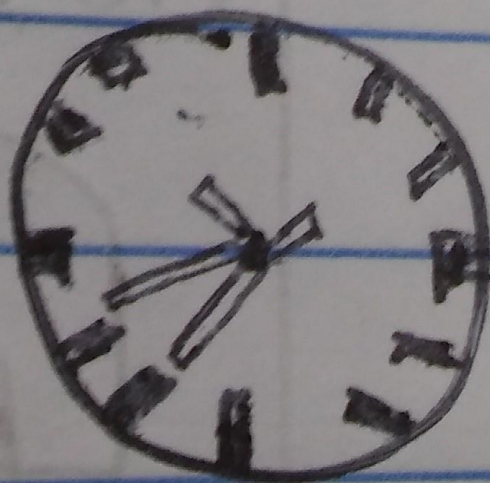
20 21 22 23 24 25 26

APPLY

CANCEL

AFTER
INSIDE

CHANGE TIME



10:35:42



APPLY

CANCEL

AFTER
INSIDE

CHANGE TEMP
UNITS

1° C

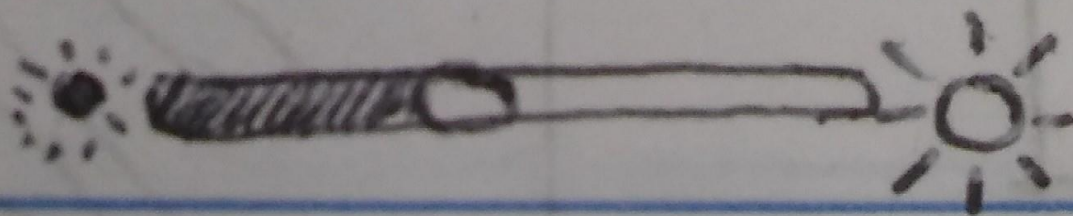
C E

APPLY

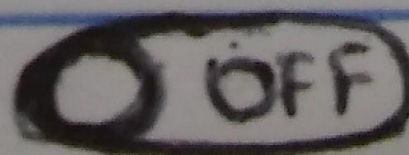
CANCEL

Q

BRIGHTNESS



AUTO-BRIGHTNESS



APPLY

CANCEL