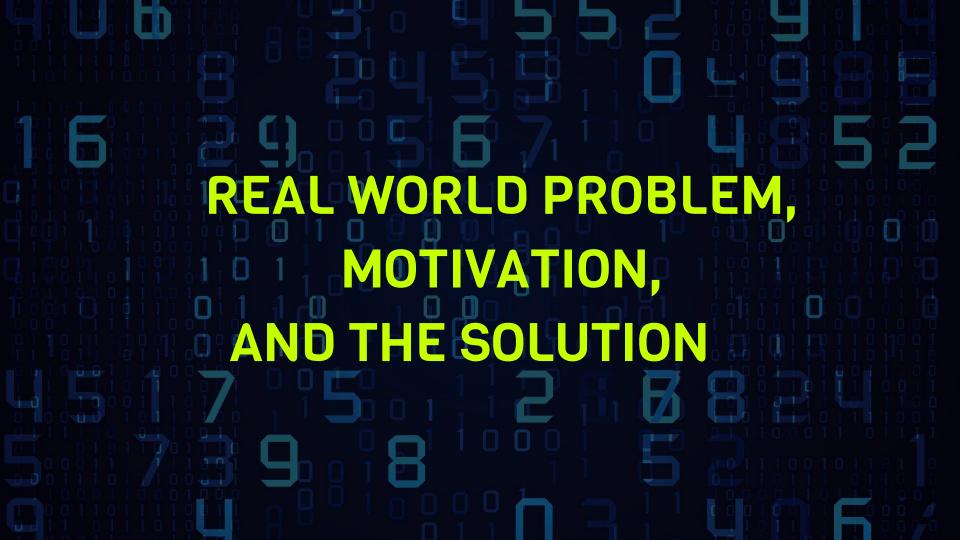


# Remote Gatekeeping System

3rd Year Project

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#### What we see today...



# The uprise of COVID-19 pandemic

Retail and Recreation trends have **declined b**y

17% compared to baseline

Google COVID-19 Community Mobility Report



#### Sudden surge of Online Deliveries

1.5X YoY growth of online buyers with a2.5X growth of Online Orders

E-Commerce Index : Powered by **daraz** January '19 - December '19



# The workforce of Sri Lanka

19.1%

works in public sector.
All of them are work in between **8am to 5pm**, **5 days a week** 

2020 Annual Report Central Bank of Sri Lanka

## **Real World Problems and The Opportunity**

→ Safety of the deliveries can not be guaranteed and can be lost when the home owners are not home.

→ When the parents are not home, it makes a risky environment for children if an outsider (visitors/delivery person) comes to the house.

→ The ongoing pandemic restricts people to have physical interactions (with visitors, relations, etc.)

Our goal is to introduce a system, to **communicate remotely** with an outsider who is at our gate or to undertaking deliveries, without making physical interactions.





#### **Solution: Remote Gatekeeping System**





## **High-level System Organization**

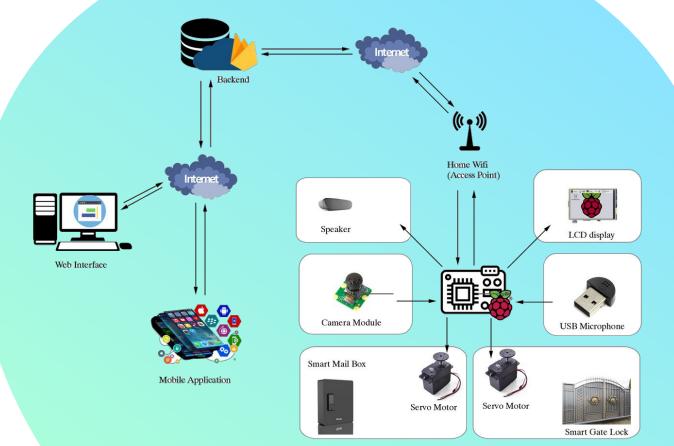




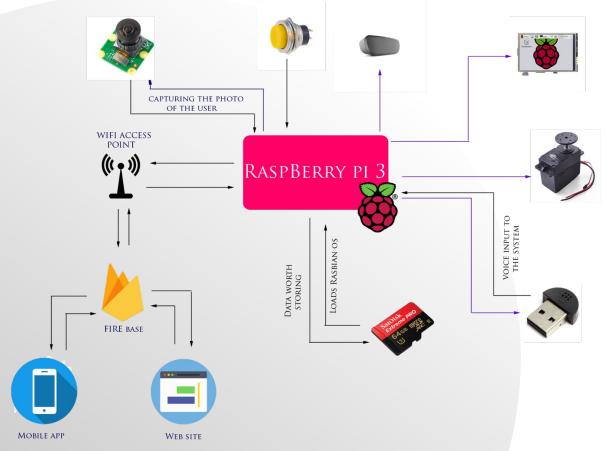








#### Data and Control Flow of the Design



## Users - Who's going to interact with the system

# **Inside-User:**The owner of the house

Mainly interact with the Mobile Application.

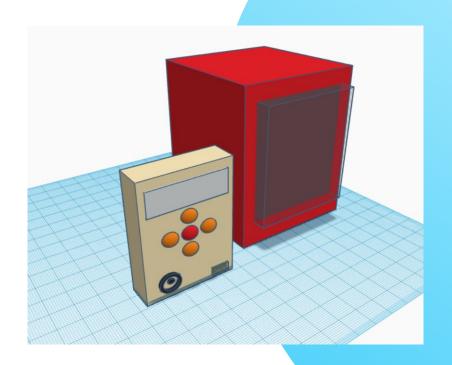




# Outside-User: Person who wants to communicate with insiders

Mainly interacts with the IoT device

## **Components of system**



#### **Control Unit**

Controlling the smart mailbox and smart gate lock.

Capture the photo of the outsider.

Outsider can enter their contact information and also request for the inside user contact information.

Outsider can intercom with the insider user using voice message.

#### **Smart Mailbox**

Used to safely **receive** and **store** the delivery packages.

Can be locked and unlocked as the request of the delivery person.



Used to lock and unlock the gate **remotely**.

Can be locked and unlocked as the request of the outsider.

Controlled by the inside user using the mobile application.

Unlocking and Locking is achieved by the turning the servo motor clockwise and anticlockwise.



#### **Mobile Application**

The Insider can response to the various requests of the outsider.

Informing through real time notification.

Intercom

Accessing the Smart Mailbox/

Smart Gate lock

Capture a photo of the

outsider



Registering the user to the system.

Establishing the connection between the user account and the IoT device.

Download the mobile application.

## Technologies to be used...

Raspberry pi 3 Python 3 **Firebase React Native** ReactJS **Programming Mobile App Backend** IoT Web App **Platform Services Development Development** Language

## Why we chose them?

#### We considered about the following aspects . . .

- Features and performance
- Cost
- Documentation
- Community Support
- Cross-platform Support
- ...

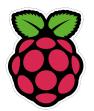




#### Technologies, explained...

#### Raspberry Pi 3 Model B

- 1.2GHz 64-bit CPU -
  - 1GB RAM -
- 40-pin extended GPIO -
- Inbuilt network module -





#### Python 3

- Vast community support
- Web frameworks (Django, Flask)
- Fast programing and wide array of libraries

#### React

- Both mobile and web app
  - development .
  - Free and open source -
  - Multi platform support -





#### **Firebase**

- Authentication, Web hosting
- NoSQL database
- Free tier
- Good for Real-time Apps

### **Security and Privacy Concerns**

# Privacy of the user data (audio files, images, personal information, etc.)

- → User authentication (User identification)
- Cannot be accessed by the admins while transmitting or at the storage
- → The outsiders can take the informations only at Inside-End user's will

#### Data should not be accessible to the attackers

→ All the technologies we use are highly secure and well maintained



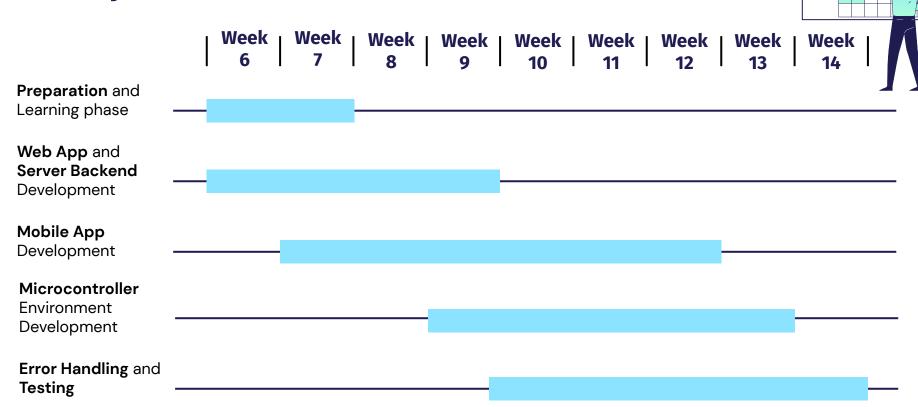
#### **Demonstration Plan**

# A full demonstration virtually or in real time, including;

- → Completed User Interfaces
- → User Registration
- → A complete interaction between the two end users
- → Completed hardware module (by the end of Short Semester)



### **Project Timeline**



# **Proposed Budget**

Description	Price - LKR
Raspberry Pi 3 (Model B)	8000
Raspberry Pi Camera Module	3800
Raspberry Pi LCD	2500
Speaker Module	2000
USB Microphone Module	1000
Micro SD card	850
Servo Motor × 2	1000
Power Adapter	800
Other Expenses (Push Buttons, Cables, etc.)	1000
Total	20950



# Thank You!

Questions?

