**IOT CA1**

**The Smart Coaster**



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**Hardware – Luke**

A table with numbers and symbols

Description automatically generated

**Key Components:**

Light Dependent Resistor (LDR) & Electrolytic Capacitor

By integrating an LDR into the surface of the coaster this will allow the system to know when a cup is placed on top. The cup will create a dark environment around the resistor. This type of resistor will increase and decrease its resistance depending on the light within its environment.

A close-up of a red and white device

Description automatically generatedA close-up of a capacitor

Description automatically generated

This type of input is considered analogueand with this we have a range of voltages from 0V to 3.3V. The Raspberry Pi 5 works with digital input so it is unable to detect what the exact voltage is.

By placing a capacitor in series with the resistor, the speed at which the capacitor charges can be speed up or slowed down. As the resistance changes, the capacitor charges at different rates which can be measured and translated into a digital signal the Pi can understand that reflect the analogue.

Tactile Button Switch

Positioned on the side of the coaster, the button acts as a backup if the LDR is unable to accurately detect a cup on the coaster, giving the user a simple override.

A group of small black and silver square objects

Description automatically generated

Temperature Sensor

Like the LDR, our temperature sensor will be integrated into the surface of the coaster to gather real time temperature data from a cup. From our findings, coffee stays hotter towards the bottom of the cup. This would give us more consistent data overall.

A close-up of a transistor

Description automatically generated

Circuit Diagram using Fritzing

**A circuit board with wires connected to it

Description automatically generated**

This diagram shows how we plan on using our Raspberry Pi 5 as the brain of our system. The LDR will detect changes in light and communicate this to the Pi, telling our system if a cup is placed on the coaster. A button is connected to override this feature if for some reason it fails.

The temperature sensor will collect real time data from a coffee cup and relay this back to the Pi. This data will be displayed on the application. The temperature data allows us to perform a ‘too hot’ or ‘too cold’ calculation, the result of which will turn on a corresponding red or blue LED.

**Data, Data Storage and Data Processing – Jamie**

**2.1 Data gathering**

The temperature sensor will be used to measure the temperature of the coffee. After each minute, the sensor will retrieve the temperature again and update the previous data. Using PubNub the sensor reading will be sent to the server so that it may be processed, and code can be written to use this data reading. The Light Dependent Resistor will be used to track if a coffee cup has been set on top of the coaster. Once the LDR recognises that the lighting of the coaster has changed it will send the data to the server to record that a coffee cup has been set onto the coaster. The data will be stored on a schemaless database. For this project we will be using MongoDB. We will use a third-party dataset from Kaggle to fill our dataset with basic data such as the names of the common types of coffee and add and drop columns as needed.

**Security and Privacy – Shahzad**

**The UI, User and Testing – Caitlin**

**Mock Up UI**

To create a mock-up of the UI for the smart coaster I used Figma. I have created various screens to visually show the different steps a user would take in the application.

Below I have included screenshots of the different screens in the prototype:

A screen shot of a phone

Description automatically generated**Screen 1: Loading Screen**

The user will be faced with a loading screen when the application is run initially, once the “Continue” button is clicked, the user will be redirected to screen 2.

**Screen 2: Select Mode**

**A person making coffee in a coffee shop

Description automatically generated**

In the second screen the user can select a mode, the mode options are “Barista” and “Individual”. The Individual mode allows the user to complete the goal of the project which is merely to track the current temperature of their drink.

Whereas the Barista mode gives the user more control as they can perform different operations such as add, edit and delete drinks. Once the user has selected their chosen mode, they will carry on to the associated screen.

For example, if the individual mode is chosen the user will be redirected to screen 3. When the Barista mode is chosen the user will be redirected to screen 4.

**Screen 3: Individual Mode**

**A screenshot of a phone

Description automatically generated**

In individual mode whilst a cup is set on the smart coaster, this screen will show the user an alert or notification, and the current temperature of the drink. If the cup is lifted off the coaster the application will go back to the loading screen. The current temperature of the drink is shown just below the notifications section, this will be updated in real time when the temperature of the drink changes.

The notifications which appear just under the cup image, will change accordingly with the temperature range.

For example, on average a cup of coffee is at the perfect drinking temperature within the range of 55 to 60 degrees. Within this range a notification “Drink while it’s hot!” will appear on screen, to alert the user of the coffees current state.

If the coffee reaches the range of 40 to 49 degrees, the notification may be “Consider heating up!” and so on for different temperature ranges.

The user can click the “Finish” button when they are finished their coffee, and this button will take them back to the loading screen.

**Screen 4: Select Coffee Type**

**A screenshot of a menu

Description automatically generated**

The barista can select the drink of the current order they would like to track. This data will be saved and displayed on screen in the next screen.

If the project was being created on a larger scope our idea would be to have the smart coaster connected to the café ordering system, this could send the data for the order over to our app and things like the drink type, order number and customer name would be displayed on screen. When the first order is complete, the next cup could be set on the coaster and the next order appears on the screen.

In terms of our UDP project this screen for manually selecting the drink type makes the most sense.

**A screenshot of a phone

Description automatically generatedScreen 5: Barista Mode**

In barista mode, the user has lots of options. The barista has alerts which will appear and change at different temperature ranges. The alerts may be a little different compared to the individual mode, for example “Ready to go!” seems more fitting for a busy barista aiming to get lots of drinks out to eager customers.

The current temperature of the drink is shown just below the notifications section, this will be updated in real time when the temperature of the drink changes.

The difference between barista and individual mode, is the barista has more controls. The barista can select whether the drink is hot or iced in the controls on the left of the screen. This allows for the temperature to be read more accurately, for example if the barista has set an iced latte on the coaster, the application must show alerts that are related to cold drinks such as “Ice is starting to melt!” if the temperature has fallen below the ideal temperature for iced drinks. This can be applied for hot drinks also and ensures notifications on screen and temperatures tracked are read more accurately according to the drink type.

The barista can select the option of “Extra Hot”, allowing for special orders of extra hot drinks, in this case the alert can be updated to suit drinks which are above the ideal or optimal drinking temperature.

The barista user can view what drink they have selected, in a busy workplace like a café it can be easy for workers to forget what the current order is. Or for waiters coming to bring out drinks to customers, it is valuable for them to easily see on screen what coffee is currently on the coaster.

The barista can select the button on the top left corner, this button will take them to screen 6. Once a coffee has went out to the customer the barista can select the finish button to go back to the loading screen, until another coffee order comes in.

**A screenshot of a phone

Description automatically generatedScreen 6: Barista Controls**

This screen is almost like an admin dashboard for the barista, they have access to adding, editing or removing drinks, the database will be updated accordingly. When the user clicks the add, edit, remove or show all buttons it will take them to the corresponding screen.

**A screenshot of a menu

Description automatically generatedScreen 7: Add a new Drink**

The barista can add a new drink, there is input boxes for the coffee name, drink type and minimum and maximum temperatures. The drink type options are coffee or tea, this allows the drink data to be separated based on the type. The data entered will create a new drink which will be saved to the database, the “Show All” screen will also be updated and will display the new drink along with the list of other drinks in the database. The changes will be made when the user clicks the add button.

**A screenshot of a menu

Description automatically generatedScreen 8: Edit a Drink**

The user can edit a drink that is currently in the database, the list of drinks will appear in the drop-down list for selecting a drink. The user can change the drink type, the options are Coffee or Tea. They can also edit the name for example changing the name of “Flat White” to “Caramel Flat White”. The minimum and maximum temperatures can also be updated. The data that the user updates in this screen will be pulled into the database. The change will be made when the user clicks the edit button.

**A screenshot of a phone

Description automatically generatedScreen 9: Remove a Drink**

In this screen the user can delete a drink, this will also be deleted from the database and the show all screen. All the drinks that are in the database will appear in the drop-down list, the user can select the drink such as “Gingerbread Latte”, then click the “Delete” button to complete the task.

A screenshot of a menu

Description automatically generated**Screen 10: Show All Drinks**

In this screen the barista can view all available drinks, this data will be brought in from the database and displayed nicely. The data includes the drink name, we will have different coffee and teas in the data. A minimum temperature and maximum temperature will be saved for each drink in the database. The optimal temperature will be within the range of min and max. While in barista mode the user can view the data for each drink.

The “Back” button will take the user to the barista controls screen.

**User Connectivity**

It is quite a simple process for the user, the steps to connect include:

* Set the cup on the coaster
* Open our Sipify Smart Coaster website
* Press the “Continue” button
* Select the mode, the options include “Barista” or “Individual”
* View the current temperature of drink

**Data**

Both user types can view the current temperature of the drink. Each user can view alerts or notifications on screen, the alerts will appear accordingly with the temperature range for example if a Cappuccino is at 65 degrees “coffee is ready to go!”.

**Individual Mode**

In individual mode the user only has access to current temperature in terms of data, this changes in real time when the temperature of the drink on the coaster changes.

**Barista Mode**

The barista user has access to the list of tea and coffee drinks, this includes the drink name, minimum and maximum temperature. When the user decides to add or edit a drink, the database will be updated, and the new data will be stored.

**Testing the UI**

**User Types**

* User types – briefly talk about the use cases
* How will we track project success – getting test users to roleplay as our user groups – give them a task and see how they interact with the user face, how long a task takes

**Testing the UI**

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