Smart House

Engineering Adaptive Mobile Applications

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Problem of daily routines

• Gunther has a big apartment and he needs to do housework. Gunter is a businessman, he is really busy! He has no time for such simple stuff.



Approach

- Modular structure: all parts interchangeable
- Popular Hardware: cheap MCUs
- Commodity user-devices: runs on any smartphone
- Exploitation of standards: ease of expanding and maintenance
- Android/Web: use smartphone or a browser with equal convenience to control the system.
- Position tracking: focus on relevant locations



Benefits

- Plug-and-play systems enables low-effort installation of new components
- Low-cost hardware decreases your overall expenditures
- With position tracking the application response time is about one second

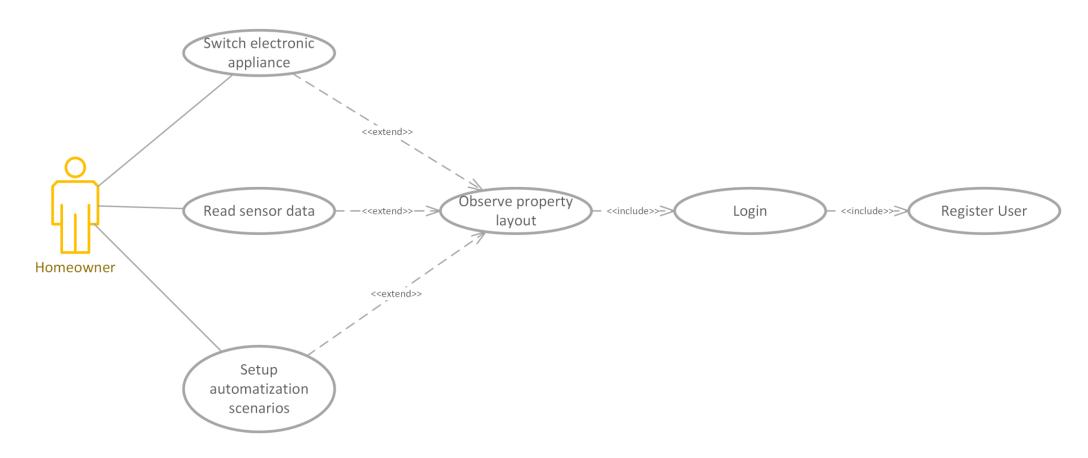
Who is interested?

- Any homeowner wants to make some action automatic.
- Why is it so dark? Where is the switch?!
- What is the current temperature here? I want A/C on!
- What is the current humidity? I want dry air!

- Nowadays we need to do all this manually.
- Smart House will do your job!

• Target user group: Owner of a big house/flat

Use Cases

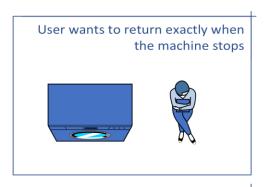


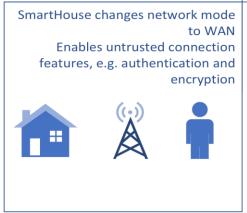
Challenge: User leaves the apartment

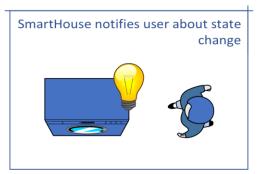
Storyboard Persona: Student Scenario: user leaves the apartment

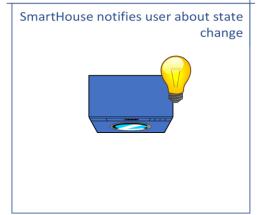








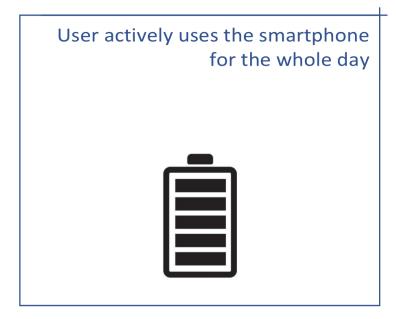


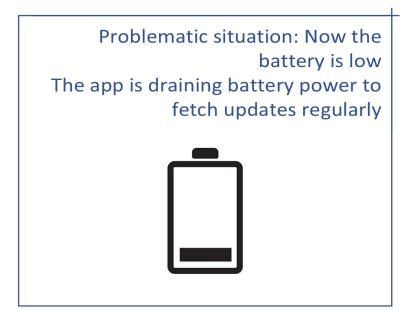


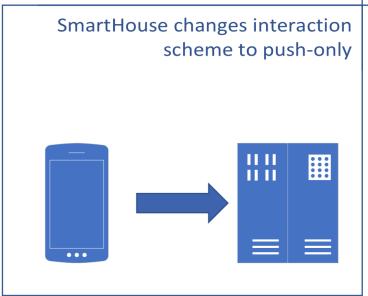


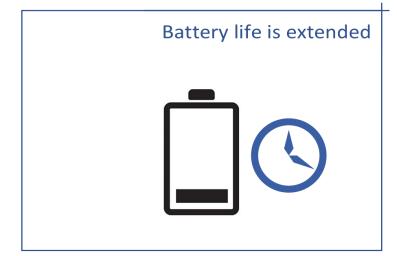
Challenge: Battery low

Storyboard Persona: Student Scenario: smartphone battery is low







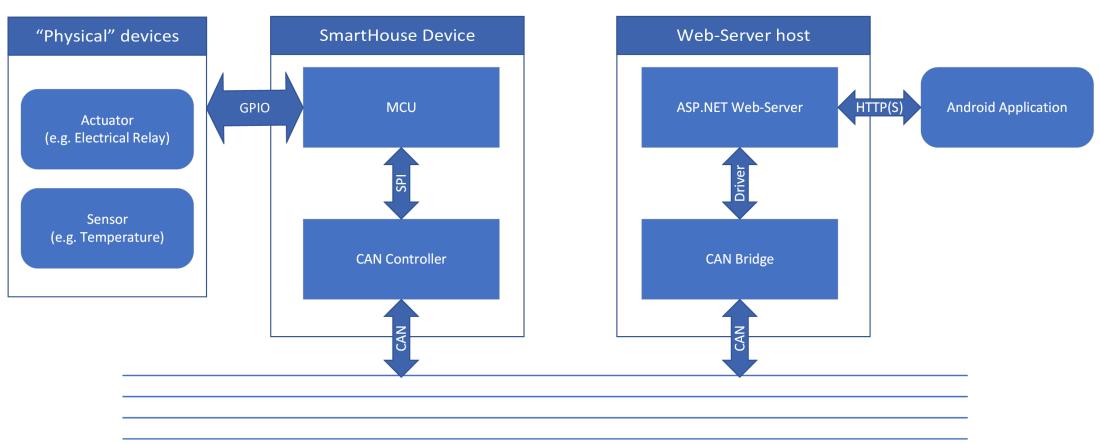




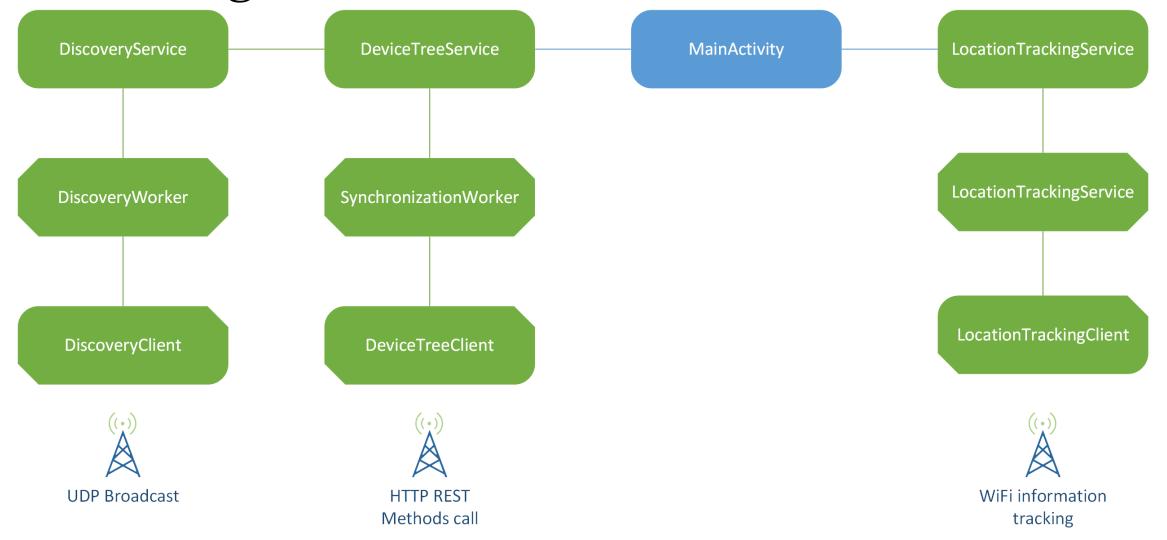
Key functions

- Light control
- Reading Appliance state
- Remote control of appliance
- Automation scenarios
- Authorization. Separation of roles
- Reading sensor data

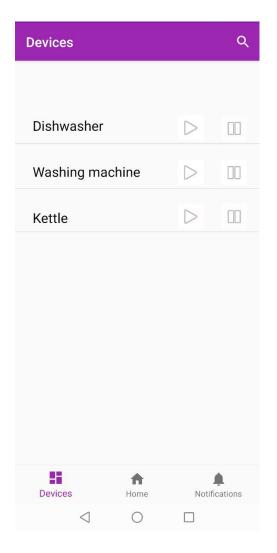
Hardware Structure diagram

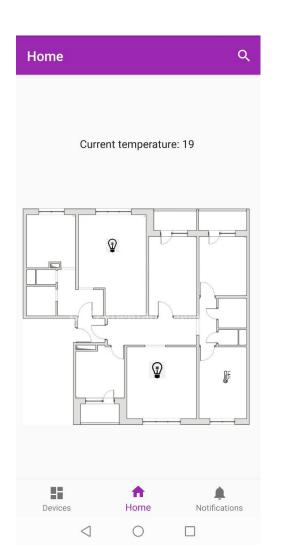


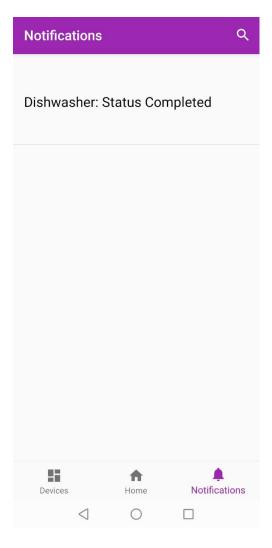
Software Component Structure diagram



UI







Contributors

Dmitriy Monakhov: Backend developing

Anastasia Lykhtar: Frontend developing