

PROJECT DEVELOPMENT PHASE

SPRINT 4 - Software Implementation

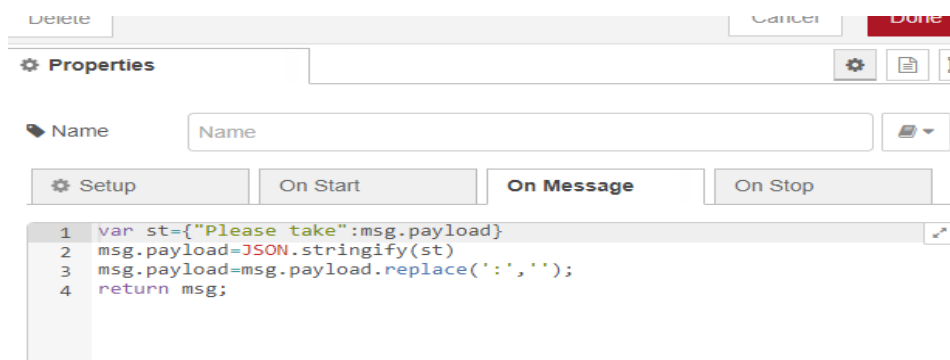
Date	18 November 2022
Team ID	PNT2022TMID18885
Project Name	Project - Personal Assistance for Seniors Who Are Self-Reliant

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Registration: Creation of IBM services like NodeRED, CloudantDB, TTS Service and design of IoT system	USN-1	As a user, I should be able to login into my IBM Cloud account.	2	High	Anne Angelina J, Kawin M
Sprint-2	Web UI: Creating web UI using node-red and connect it to IBM Cloudant db	USN-2	As a user, I should be able to feed the medicine name and intake time in the web UI	2	High	Akshayasri S, Bhavani R K
Sprint-3	Hardware implementation: Developing Python code to retrieve data from cloudant db to send that data to IoT device at the appropriate time	USN-3	As a user, I should be able to send the medicine name to the IoT device at the scheduled time	2	High	Akshayasri S, Kawin M
Sprint-4	Software implementation: Converting the data received from cloud as voice using IBM Text to Speech service	USN-4	As a user, I must be able to hear the medicine name which is to be taken at the appropriate time	2	High	Anne Angelina J, Bhavani R K

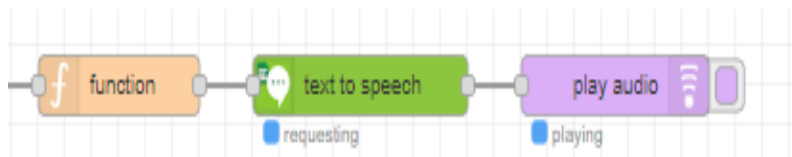
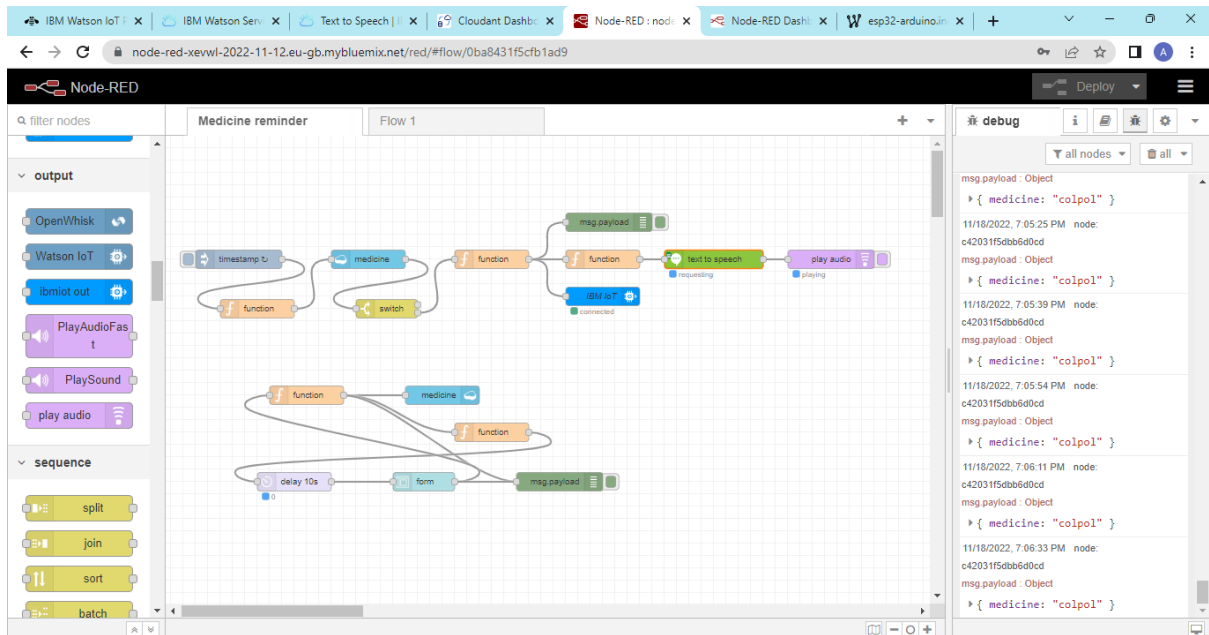
Objective:

Converting the data received from cloud as voice using IBM Text to Speech service

- **Creating a function to convert the medicine name in object format to string format:**

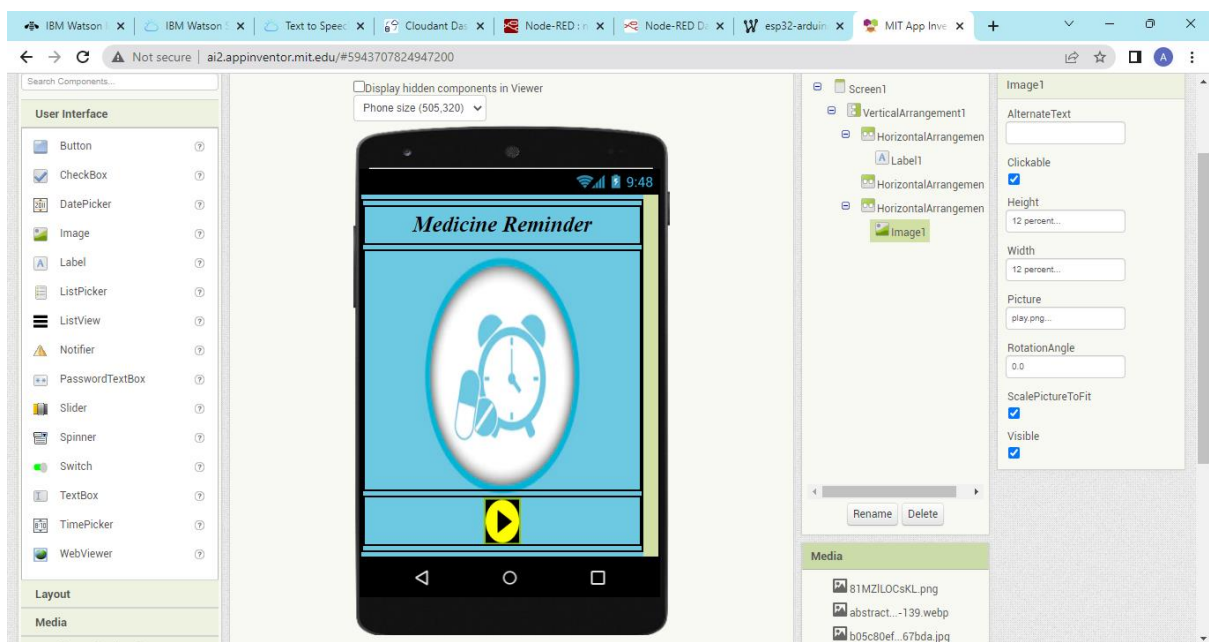


➤ Creating and configuring IBM Text-to-Speech node:

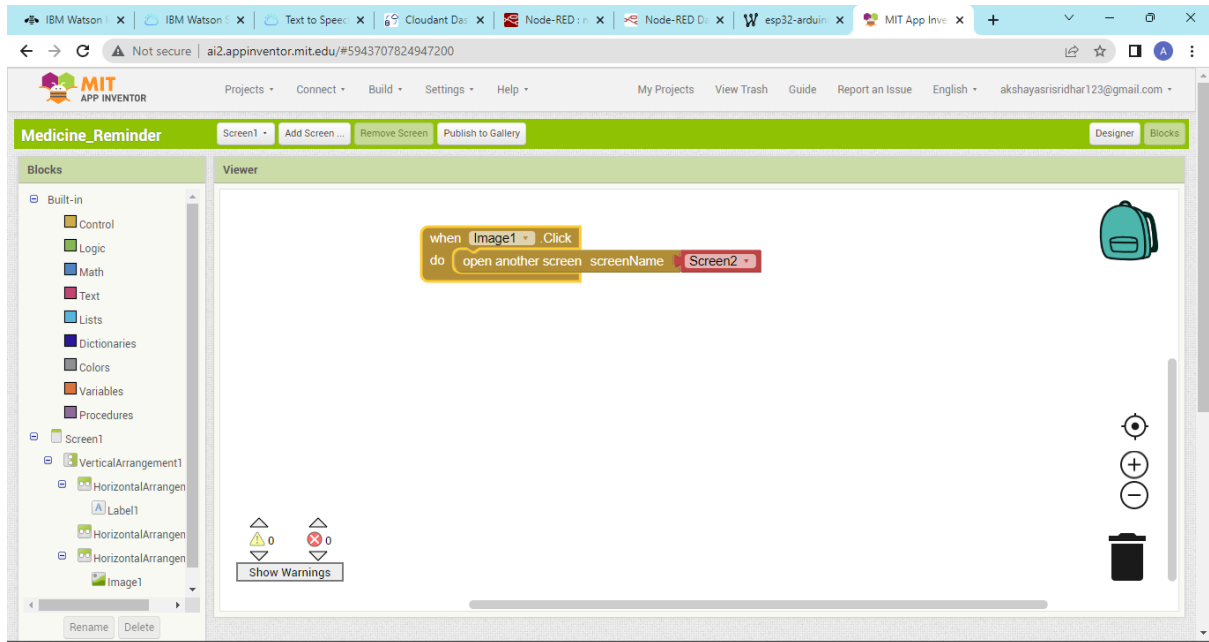


➤ APP UI CREATED USING APP INVENTOR:

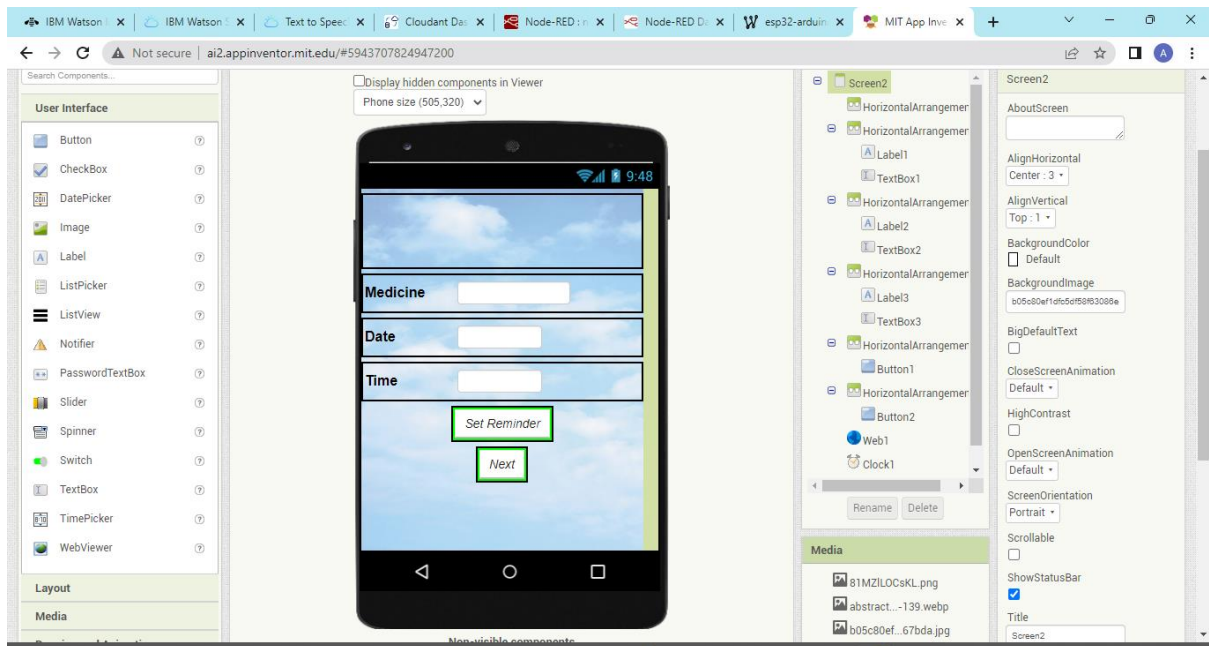
- SPLASH SCREEN



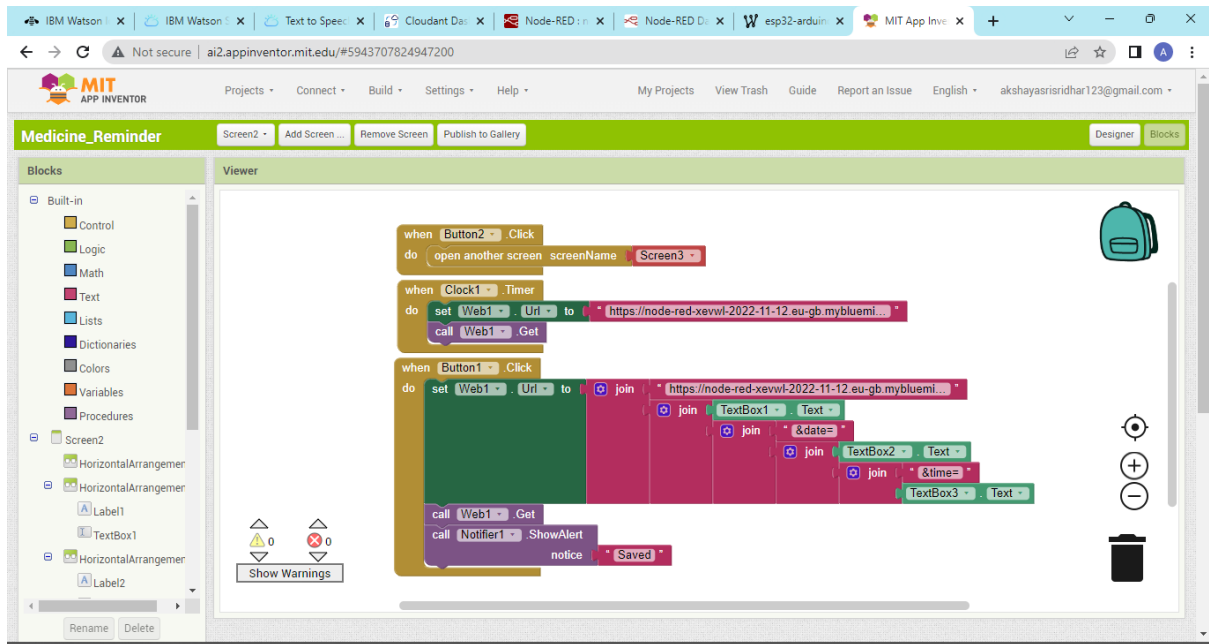
- **BLOCK FOR SPLASH SCREEN**



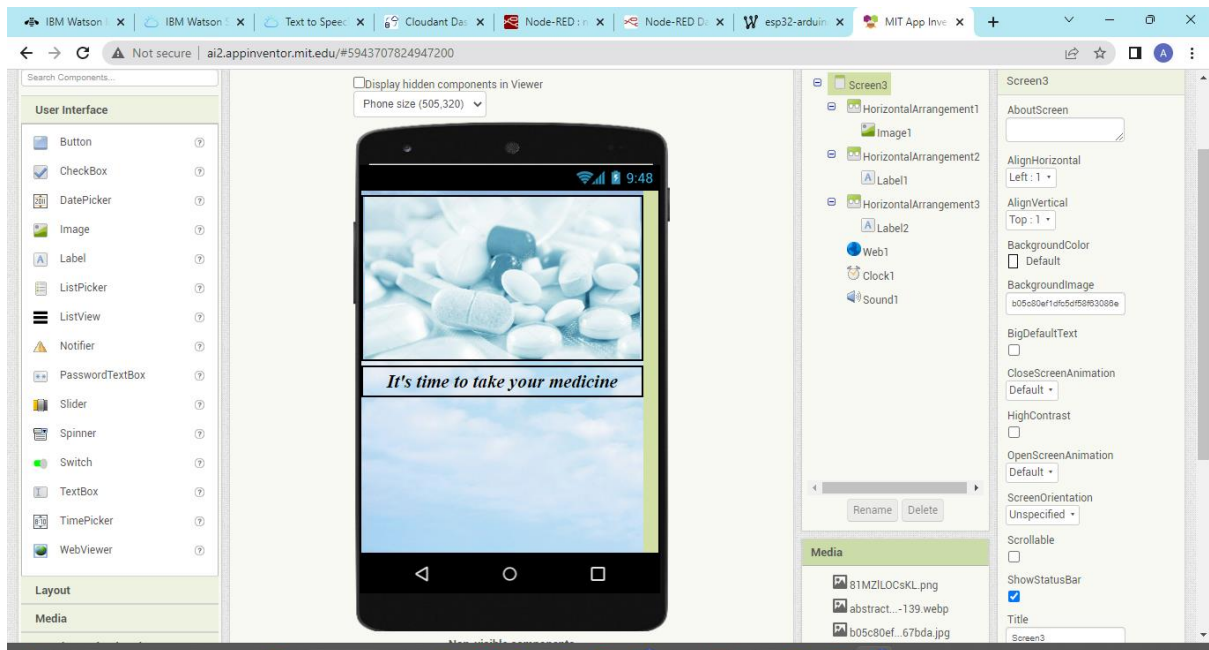
- **GET MEDICINE DATA FROM USER**



• BLOCKS FOR USER INPUT



• DISPLAY REMINDER WITH AUDIO



- **BLOCKS FOR REMINDER**

The screenshot displays the MIT App Inventor web interface for a project named "Medicine_Reminder". The interface is divided into several sections:

- Top Bar:** Includes the MIT App Inventor logo, navigation links (Projects, Connect, Build, Settings, Help), and user information (My Projects, View Trash, Guide, Report an Issue, English, and email).
- Project Controls:** Buttons for "Screen3", "Add Screen", "Remove Screen", and "Publish to Gallery".
- Blocks Palette:** A sidebar on the left containing categories like Built-in, Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, and Procedures. It also shows a list of components for "Screen3", including "HorizontalArrangement", "Image1", "Label1", and "Label2".
- Code Editor:** The central area where blocks are assembled. It features a "when" block triggered by "Clock1.Timer" which sets a "Web1.Url" and calls "Web1.Get". This is followed by a "when Web1.GotText" block that sets "Label2.Text" based on a "look up in pairs" dictionary lookup. It also includes an "if" block to check "responseContent" and trigger "Sound1.Stop" or "Sound1.Play" based on the result.
- Viewer:** A preview area on the right showing the visual representation of the app, including a backpack icon and a "Show Warnings" button.