**Summary**

FBELA, Facebook Enabled Life Automation, A simple and single platform to change the world around you in the simplest way possible. So, you can control things around you

using Facebook (also voice commands). FBELA provides technical insight into all other aspects

of life and is life automation itself where the user can get maximum benefits of the changing

technology at its best and at their fingertips. This also includes entertainment domains such as

VR, AR, etc. whereas in the existing system, it is not practical to have everyone experience

quality entertainments such as virtual reality games and graphics.

The current system lacks integration. The user needs an application or website for each and every other device he or she needs to control. There is no proper security as each of these platforms depend on servers that are less likely used and are not popular among communities.

Even with the existing automation solutions, the user will encounter problems of storage and

processing as every device needs to work on some inbuilt information and this should be loaded

with the application to be installed. This is not practical if the number of devices being controlled

is increased.

In FBELA, we only use a single platform i.e., the Facebook Messenger application for all interactions between the users and their devices. The user can enter commands through the Facebook Messenger chat. He/she can enquire about various instructions available, those of which can be carried out on the devices being controlled. An AI Chatbot will assist the user(s) and provide them with the basic set of instructions needed to operate the devices on the other end. The Chabot has some output text strings set beforehand, and these messages are displayed to the user when it senses the appropriate words in input string. The chatbot redirects the user input commands from Messenger to the IFTTT server. The IFTTT server provides a website hosted to perform random conditional operations on any given input. IFTTT itself stands for IF This Then That. For any given user input, the website will trigger an event. The event handling is pre-defined and is executed as long as the condition stays true. Another website which will handle the events triggered in IFTTT website is provided from the Adafruit server. The Adafruit server will update the currently running status values of devices to user input status values whenever an event is being triggered through IFTTT. The microcontroller is fed with the new and updated status values of the particular device after fetching these values through Arduino coding. The Arduino code redirects these obtained values to the NodeMCU which is a commonly used microcontroller that can change the working status of the device specified by the user. At the end of this network, all devices can be controlled with the single input of the user and minimal interaction between the input and output layer. We implemented a VR Home application which will let the clients to view or experience the current state of home like is lights on? What’s the current weather and temperature? Is AC on? Is the Alarm is set? etc... FBELA also implements a free VR based game so that users can get proper exposure to high quality entertainment and developing technology at an economically feasible rate. The marketing value is returned through our services to each user and hence increases with the number of users set up in this system, hence accounting for our free giveaway of VR headsets. This marketing skill leads a great way to implementing and promoting newer explorations and bridges the gap between people and technology. Since more people will be attracted to fields such as entertainment with VR, we get to provide our services of life automation to a greater number of people and more households and workplaces. This increase both our chances of having a successful business and having proper implementation at an affordable rate for all users.