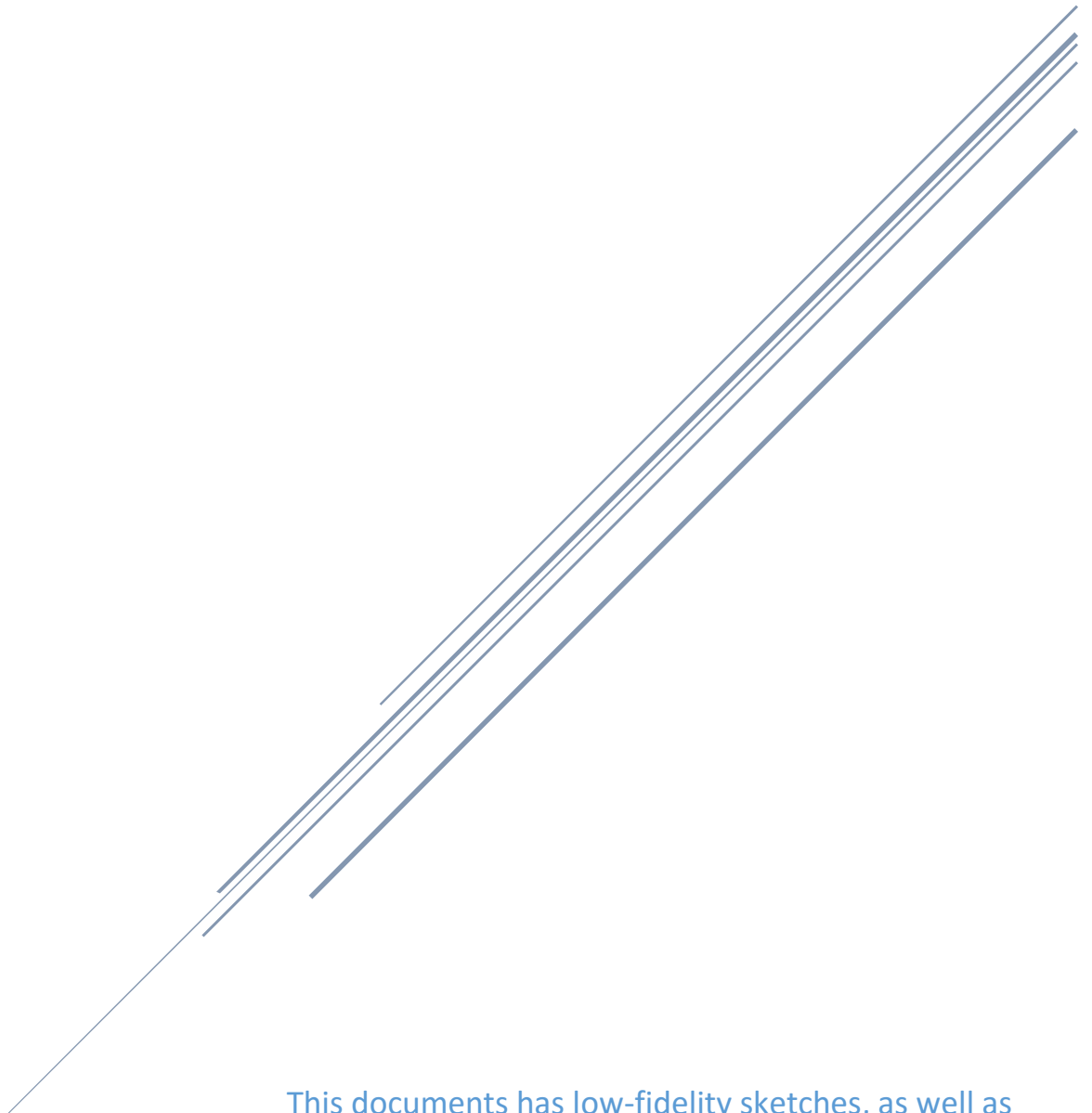


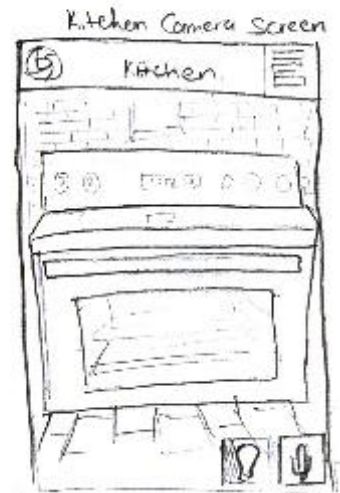
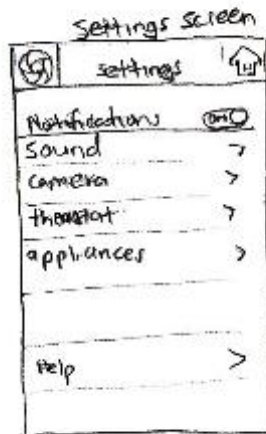
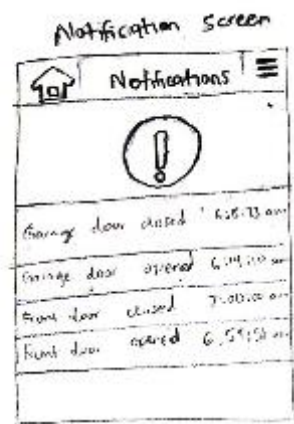
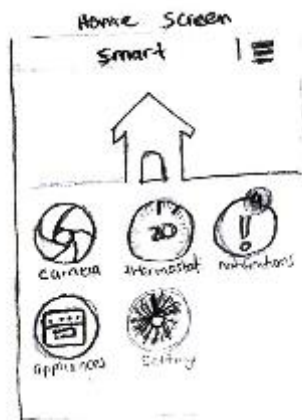
BTH540 ASSIGNMENT 2

Thomas Mboto



This documents has low-fidelity sketches, as well as
prototype storyboards

Low-fidelity sketches



Prototype Storyboards

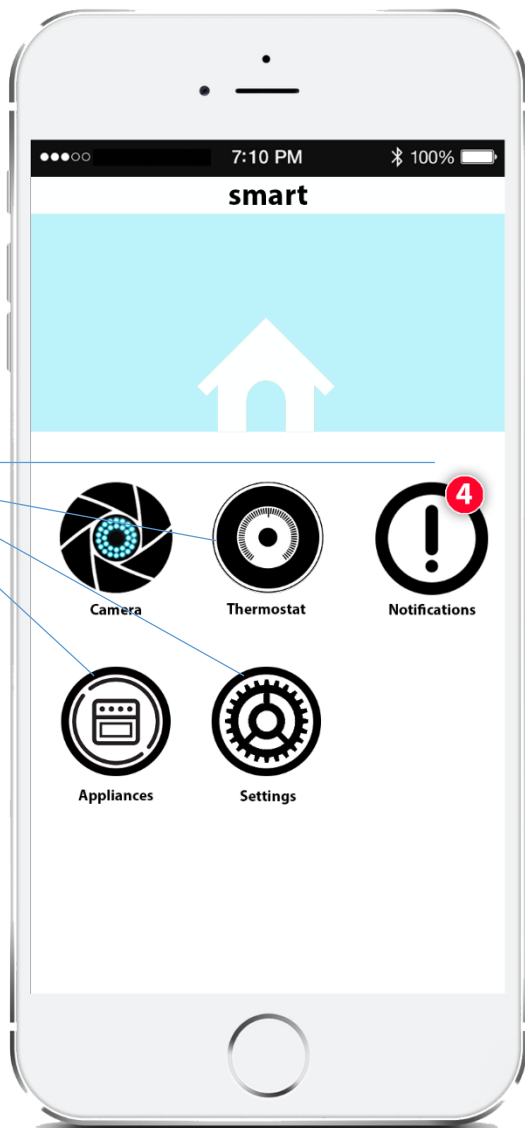


Figure 1: 'smart' home screen

This is the app's main screen. It contains buttons that are used to navigate to other view controllers. If a user pressed the camera button, for example, *Figure 2* will be retrieved.

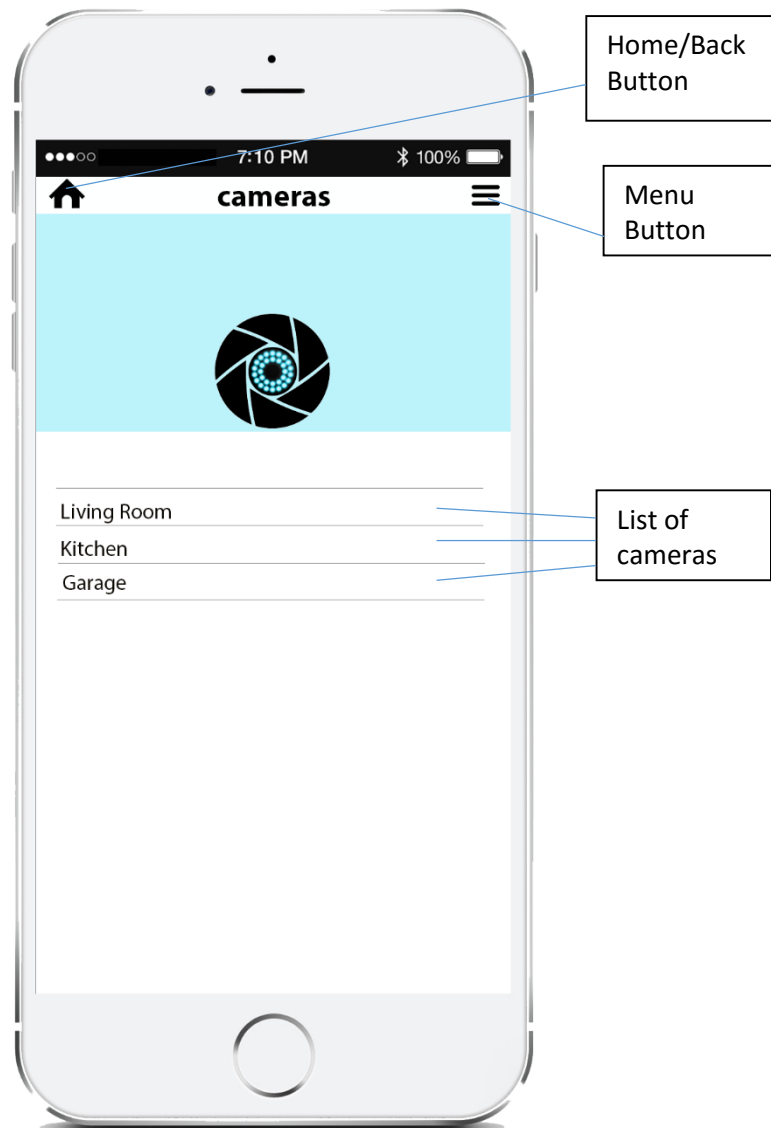


Figure 2: 'cameras' screen

This screen has 2 main things: navigation buttons, and a list of installed/available cameras.

The *Home/Back* button navigates back to the home screen; The *Menu* button calls *Figure 4*; and selecting a row in the list will bring up the appropriate live footage. Selecting the 'Kitchen' row, for example, will segue into *figure 5*.

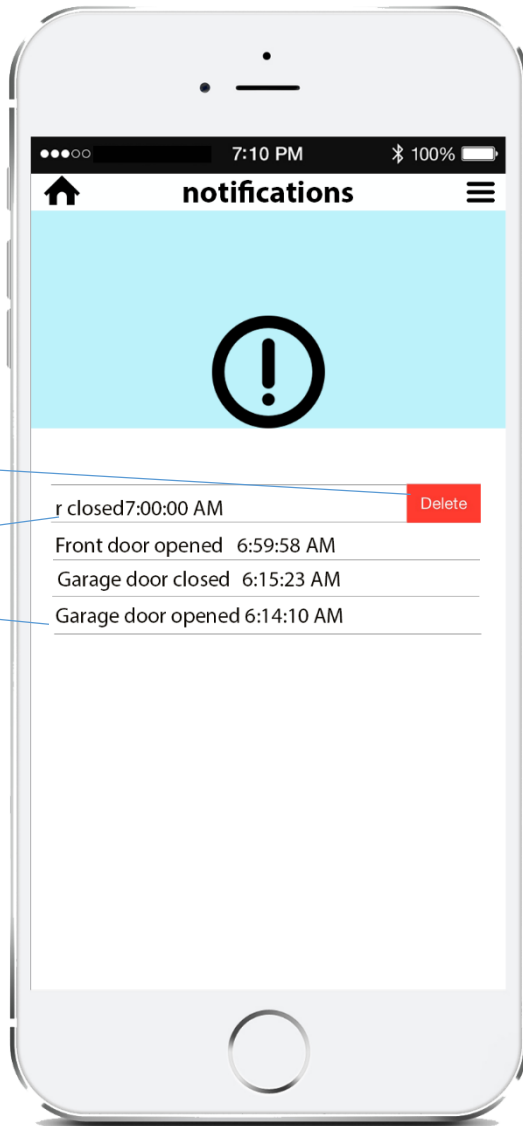


Figure 3: 'Notifications' screen

This screen lists the notifications triggered by the surveillance system.

If a user wishes to delete a notification from the list, s/he can simply swipe to the left on the desired row; then tap the "Delete" button that will appear on the right – as show above.

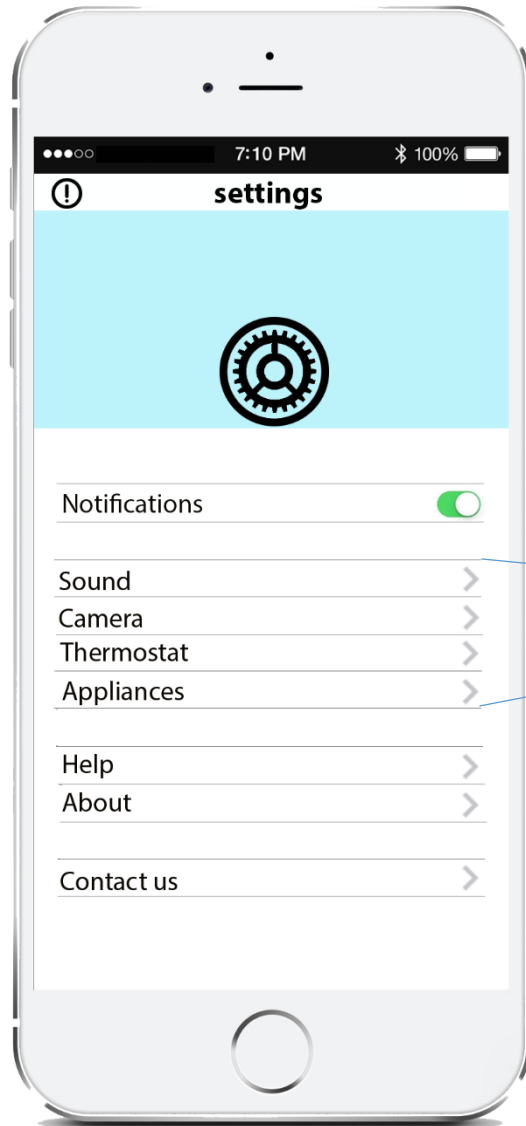


Figure 4: 'Settings' screen

This screen simply lists the settings. All settings related to camera, forexample can be accessed and changed by selecting the 'camera' row.

Furthermore, along with basic settings options, this view controller can provide contact and about information, as well as provide helpful tips and intructions.

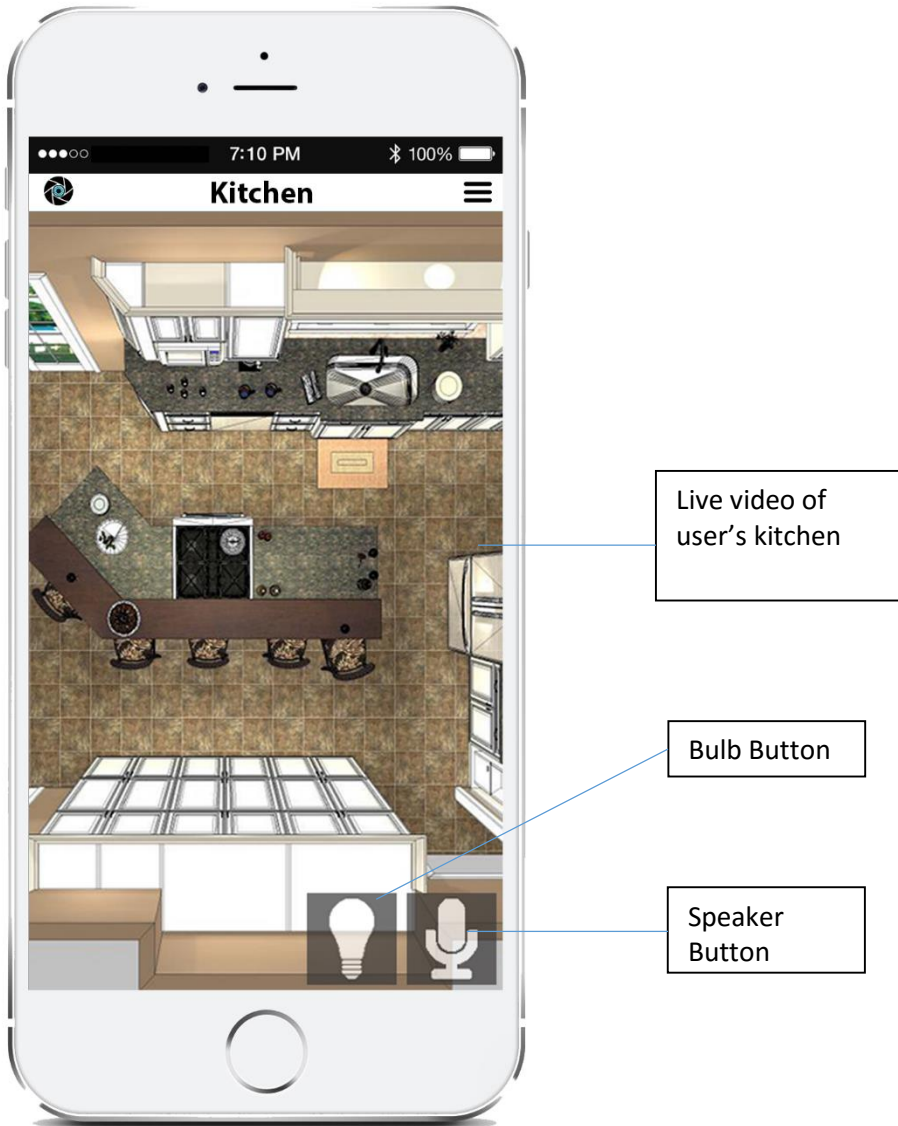


Figure 5: 'Kitchen' camera screen

This screen shows a live video of the user's kitchen. Along with that, it has a bulb button, and a speaker button.

The bulb button is used to turn on/off the lights.

The speaker button is used to enable the user to speak and be heard – via the camera's speakers.