

Simulate:

- In Bar Chart:
 - Water level reading
 - PH level reading
- Kill Switch



Simulate:

- In Vertical Bar Chart:
 - EQ Levels of (PA System)
 - Mics
 - Speakers
 - Amplifiers
 - System voltage usage Indicator
- In Horizontal Bar Chart:
 - Activity from Cam1
 - Activity from Cam2
 - Activity from Cam3
- Using Circles with direction arrows:
 - movement of Cam1
 - movement of Cam2
 - movement of Cam3
 - Lighting Observation
 - arbitrary number of effects lights



Monitor all areas of hotel Visually

Monitor fire alarm system
- Create protocol fire alarms

Monitor Carbon Dioxide system
- Create protocol for CO2 leaks

Monitor Intruder/Active Shooter
- create protocol for intruders or active shooters

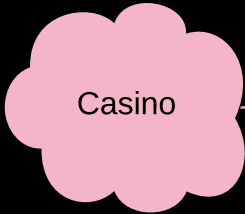
Monitor natural disaster system
- Create protocol for natural disasters

***** Visual Layouts *****

I. Visual layouts will be created when protocols have been created.

II. Protocols should be based of of the protocols implemented by real-world hotels.

III. These should be written in a Step-By-Step fashion; so that any hotel employee can follow these guidelines to preserve life & property.



Stable game name	Unstable game name	game name	game name
game name	game name	game name	Stable game name
game name	game name	game name	game name
game name	game name	game name	game name

Basic Visual Representation

Abuse Detection:

- Lodged Lever
- Physical Impact
- Mechanical Interference

Observation Detected:

- User has won a payout
- User has lost payment
- ...