Put this into ppt, set up development environment in gitlab, document every design idea, simulation results etc.

'Let me start with a little view into the future, something everybody is thinking. if we are talking about future , information is the key. That's the game Which everybody knows. ... it's time to shift focus to software, because it's a huge playground and a lot of potential. So in general that's the direction.

"I don't think it's wise nor realistic to directly jumps into the jungle and implement everything at once. because there's too much to deal with. Too much technology to even choose from, so it would easily be chaos. it's better to start with a simple idea, to set the base work, meantime to leave plenty space for later improvement, we upgrade the game step by step. For each step there's something tangible, something varifiable , something we can see and hold in hand and judge if it is okay or not, and we need to consider legal requirements and compliance with industrial standards of course because this is real industry. Became there's lots of factors to consider in different domain (device/ communication/ cloud / app) I would suggest to leave a bit flexibility to make it possible to adjust the course later just in case.

There's easy not-expensive technology ready to use,

'Information information information'

PPT:

5G

Internet of things

# **Fangen an mit ein Basis Module, dann level up to higher level,**

# **“scalable”**

# **gibts viel Spielraum**

# **Meisten war h.poppe Idee**

Gibts insgesamt vier wichtige Teile, Geräte, Vernetzung (Communication Protocol), cloud, app.

Hier ist das Datenblatt für die Module

Und ppt sind alle Punkte zu überlegen.

Die Idee von meine Seite ist, fangen wir an mit ein basis Module , die lokal Verbindung setze, danach level up zu Internet Verbindungen, es wird mehr Funktion im Betrachten ziehen (xxx, xxx, usw) gleichzeitig halten ein Flexibilität in die Entwicklung, dh, es wird immer genug Platz für neue idee, scalable.

Idealerweise wird es nicht viel anderung in Hardware, weil das Ware viel zu kostbar, wir möchten konzentrieren in Software da gibts viel Spielraum ohne große Kost, die Haupt(zentrale) Chip ist esp32, da es ist günstig, es ist mit viel Rechnungspower, und gut eco system

Topics we need to tackle:

1, hardware: sensor and devices

2, software and programming: platform, networks and protocol