**Part 1: Group Plan**

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**Revised project description:** Nowadays, there are many people have pets at home, such as large dogs. Due to lack of training, many large dogs break furniture when they are home alone. I would like to design an application to be installed on the phone that can connect to the monitor. People can monitor their pets at home through mobile apps. People can reprimand a home pet directly through a mobile app if the pet vandalizes the furniture. Meanwhile, the monitor will automatically identify the pet and the camera will follow the pet. The monitor will transmit the owner's voice and the pet will not continue to damage the furniture.

Actually, we want to change our project little bit. For example, it’s very difficult for us to make the monitor automatically identify the pet and the camera will follow the pets. Therefore, we are trying to revise this idea. Ruitong Sun comes up an idea that We can add a function that allows the camera to rotate periodically. While it's hard to make a pet move with the camera, we can make it rotate on a regular basis

**Meeting schedule:** Every night at eleven o 'clock in my apartment, since we are neighbor.

**Group chat and documentation:** We would like to use the Wechat and google doc to communicate each other and record information.

**Part 2: Research plan:**

First of all, we are going to do 1:1 interview. Many classmates keep dogs around us. Due to the lack of training, dogs will damage the furniture when they are home alone. If I do this 1-on-1 interview, I will mainly interview the following questions.

1. What’s your major?
2. When are you away from home and leave pets at home?
3. Whether your pet destroys furniture when you're not home?
4. Where do you usually keep your pet in your house?
5. What is the range of pet activities?
6. Have you ever tried to keep a pet in a cage?
7. Do your pets often escape from their cages?

Through these questions, we can roughly know the situation of users. After we know the size of the user's home, the range of pet activities, and the period when the user is away from home, we can better perfect the application.

Second, in addition to the one-on-one interviews, we will also survey users in the form of questionnaires. The following is our questionnaire survey.

1. How long have you had a pet?
2. Are there any problems with keeping pets, such as damaging furniture?
3. Have you taken any steps to prevent your pet from damaging the furniture?
4. Does this work for you?
5. Is the damage done to your pet causing you a lot of damage or delays

Through the above questionnaire, we can know how long the pet has been kept by the user, whether the pet will cause damage to the home when the pet is at home alone, and whether the user has tried some protective measures and whether the measures are effective. So we can design the application better for real users.