Client

Name

Address

Number of Household Members

Number of floors in house

Size of house

Medical Conditions

Emergency Contact #1

Emergency Contact #2

Crime News

Generates news reports to show to client

Mad-Lib style news generation

Fire Department

Get client info from dispatch

Get report info from dispatch

Give ETA to client address

Give responder info to dispatch for client

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911 Dispatch

Get Client info from Monitor

Give Client info to responders

Decides what to send to Client address based on report information

Get report info to emergency services

Give report info to emergency services

Give emergency response is on the way validation

Get responder info for client

Get ETA from responders for client

Monitor (User GUI)

Buttons to emergency services

Give Client info to emergency services

Give report info to emergency services

Get emergency response is on the way validation

Get responder info and display

Get Client Info

Get News Report

Get Report info to give to emergency

Ambulance Station

Get client info from dispatch

Get report info from dispatch

Give ETA to client address

Give responder info to dispatch for client

CO Detector

Is there CO? Controlled by RNG and a certain percent chance happening (5%?)

Home Alarm System

Armed / Disarmed status

If armed, check if door/window sensors open if so trigger countdown

If armed, check if CO Detector goes off if so give report to client

If armed, check if Smoke Alarm goes off if so give report to client send info to 911

If armed, check if camera detects movement, if so give report to client send info to 911

Countdown timer password, if not success send info to 911

Window/Door Sensor

Did the door/window open? Controlled by RNG and a certain percent chance happening (5%?)

Police Station

Get client info from dispatch

Get report info from dispatch

Give ETA to client address

Give responder info to dispatch for client

Smoke Alarm

Is there smoke? Controlled by RNG and a certain percent chance happening (5%?)

Camera

Is there movement? Controlled by RNG and a certain percent chance happening (5%?)