

HealthCat

Sprint 2 presentation

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Features Implemented

- Changes in Architecture
- Changes in creating new Bowls
 - Allows for authentication
- Implemented Feeding Intervals
- Implented interface for bowl mechanics to interact with web

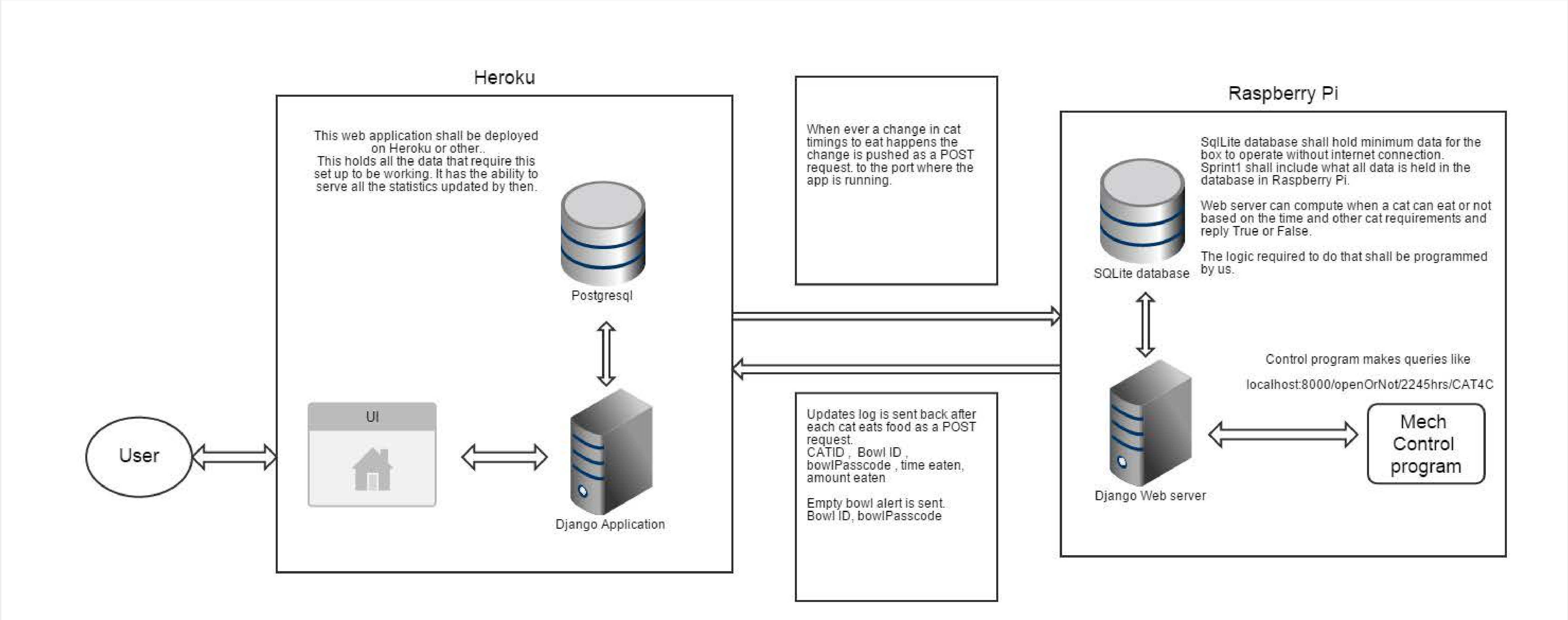
Changes in Architecture

Why ?

Deploying a server on raspberry pi needs a static ip
Users wont typically have static ip.

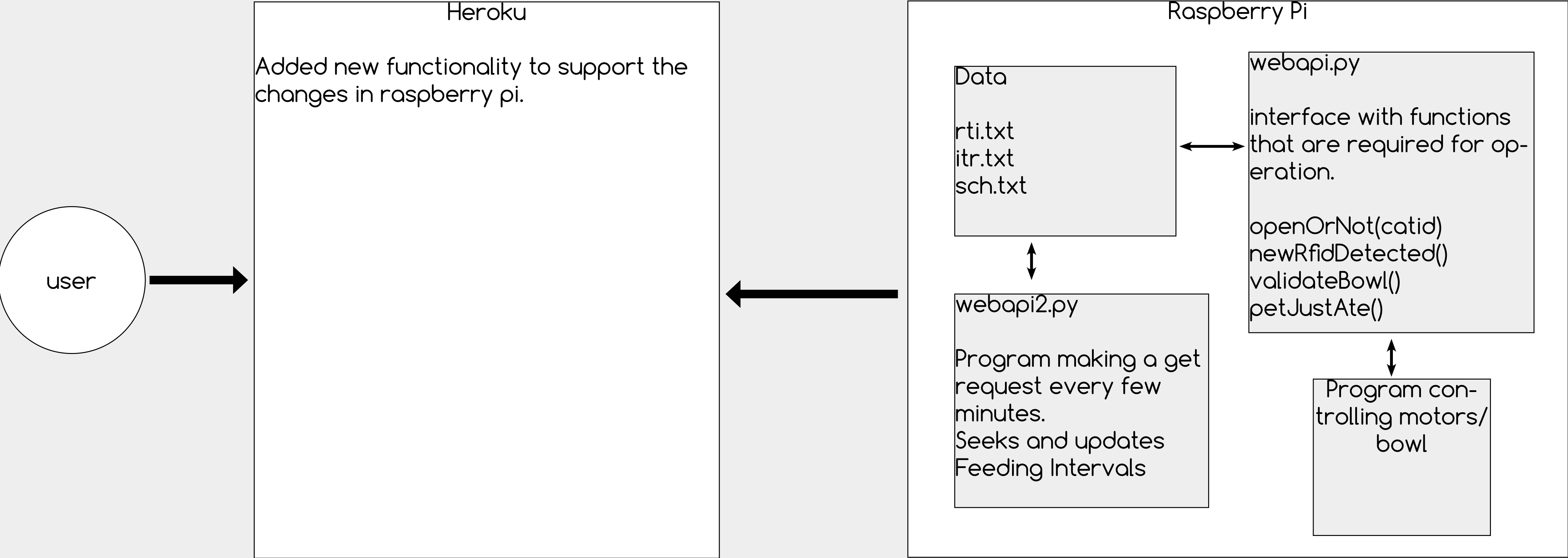
Changes in Architecture

Previously,



Changes in Architecture

Now,



Creating a new bowl

How to ?

Earlier, we had to put in IP. Now easier.

Step1 : Users have a connect button on their bowls

Step2: User click add bowl, provides serial number written bowl and it is registered.

Every bowl comes with a Serial number written on top and a hidden key saved in the system.

WebApp maintains serial-key pairs database. This is added with new bowls as they are produced.

connect button pressed

bowl sends POST with serial no. , Key

server tries to match serial with key and validates the bowl, now it is assignable

User uses webapp to register a bowl

Checks if the bowl is validated, if yes, assigns it a owner(logged-in user).

Feeding Intervals

Interface

Other improvements

Sprint 3 Goals

Implement the Food Consumption Records Logging
Showing Statistics

Improved Profiles for both Pets and Owners

Pet Food Brand Recommendations