

# **SECP 1513: Technology Information System**

Semester 01, 2024/2025

### PROJECT PROPOSAL

## HOUSE APPLIANCES MONITORING SYSTEM

"HashRemote"

Team Name: #HashTech

Section: 03

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#### **Client Name:**

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- 2. TANG SWEE LING

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## 1. Introduction

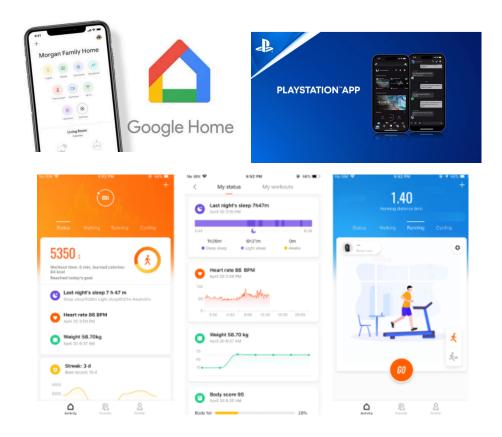
The House Appliances Monitoring System is a system that is connected to all the home appliances for real time monitoring and full user supervision and control.

| Need (N)       | The problem that needs to be addressed is the inability to monitor and control house appliances for the safety and (something) of the consumer. Thus, the home appliances system will be able to give access to the user for full control & supervision of their home appliances.   |
|----------------|---|
| Approach (A)   | The system that has been implemented requires a modem that is connected to all the house appliances This modem will then proceed to collect real time data from the appliance and update our mobile & web application called "HashRemote". From this application, the user can easily control and use all the features their appliances provide while being away. |
| Benefit (B)    | The home appliance monitoring system allows users to always monitor any house appliances that could cause potential danger and also to save their home energy such as electricity and water consumption. This way, the user can prevent any dangers that would have occured and save their home from any damage and casualties.                                   |
| Competitor (C) | Most of the products that exist are mainly focused on entertainment purposes, yet there is no system to monitor house appliances. Such examples are GoogleHome, SmartThings, Mi Fitness and PlayStation App.  |

### 2. Existing Systems

Most of the existing systems are mainly focused on entertainment purposes. These systems serve a purpose of connection between devices. The products do not offer much but the connection between devices and users profile management. Examples for these products are Playstation App, Google Home, Mi Fitness, Smartthings and many similar products of different brands. Nevertheless, there is no system that can monitor house appliances with real time monitoring and giving full access of the appliance to the user while away.

| Features                      | HashRemote | Playstation App         | Google Home         |
|-------------------------------|------------|-------------------------|---------------------|
| connection to any product     | Yes        | Only Playstation system | Some                |
| Display All product features  | Yes        | No                      | Basic Function only |
| Real Time<br>Monitoring       | Yes        | No                      | Yes                 |
| Connection to Home Appliances | Yes        | No                      | Some                |



#### 3. Proposed System

Our proposed system "HashRemote" is about a virtual remote system to control home appliances. The main idea of this system is the electrical appliances in the house are all connected to one wireless router. Unlike traditional smart home solutions that require specific brand compatibility, HashRemote ensures that users can control any electrical appliance, regardless of the manufacturer, as long as it is connected to the system. This means that we can do real-time monitoring to control every appliance without considering the brand of electrical appliances, which the system will provide live status updates on all connected appliances. Therefore, we can turn on or turn off and even remote the appliances to perform its desired functionality through our app, HashRemote. For example, we can control the switch of a microwave and also control its specific functionality such as preheat, defrost, steam and timer. Besides, with enhanced and strengthened guidelines or protocols, notifications or alarms will be sent to the users through our app in order to protect the appliances from damage and at the same time prevent the accidents from happening. In case of unusual activity, HashRemote will send real-time notifications or alarms to alert users. Warnings may include high power consumption, unattended appliances, or system errors, ensuring users can take immediate action. Moreover, the HashRemote mobile app also offers an intuitive and interactive dashboard, making it easy to manage all connected appliances. By integrating HashRemote into modern homes, users can experience a new level of convenience, security, and energy efficiency. The system ensures that home automation is not only smart but also safe and reliable for daily use.

## 4. Project Schedule

| Date   | Project Progress?  |  |
|--------|--|--|
| 17 Dec | <ul><li>Team discussion on suggested system</li><li>Brainstorming multiple ideas</li></ul>   |  |
| 18 Dec | <ul><li>Finalizing a system based on IoT</li><li>Proposing the system to Dr.Iqbal</li></ul>  |  |
| 27 Dec | <ul> <li>Contacting Client on their perspective on the system/product</li> <li>adding improvement to the system design</li> <li>fixing minor issues with the system</li> </ul>   |  |
| 29 Dec | <ul> <li>Implementing new features suggested by client into system</li> <li>adjusting and finalizing the system design</li> </ul>  |  |
| 1 Jan  | <ul> <li>Assigning task to all members as preparation for project presentation</li> <li>All members give their finals thought and questions about the system to understand fully about the project</li> </ul>  |  |
| 6 Jan  | <ul> <li>Gathering materials for the system prototype</li> <li>The team decided to have a modem and an app to soothe the system process</li> </ul>   |  |
| 8 Jan  | <ul> <li>System prototype which is the modem was successfully made</li> <li>Presentation Paper was also made for clear information transfer during presentation</li> </ul>   |  |
| 11 Jan | <ul> <li>The team gathered at a empty class room to record the presentation</li> <li>We also made sure everyone was fully aware and known of the system we implemented.</li> <li>Made a full documentary of the product and system made for future purposes</li> </ul> |  |

#### 5. References

- [1] Wikipedia contributors. (2024, October 18). *PlayStation App*. Wikipedia. <a href="https://en.wikipedia.org/wiki/PlayStation">https://en.wikipedia.org/wiki/PlayStation App</a>
- [2] Yasar, K., & Gillis, A. S. (2024, June 21). *internet of things (IoT)*. Search IoT. https://www.techtarget.com/iotagenda/definition/Internet-of-Things-IoT

### **Appendices**

We asked ChatGPT regarding a clear definition on what is Internet of Things (IoT) and it greatly helped us in conducting the project. The following image is the screenshot.

what is iot?



IoT (Internet of Things) refers to a network of physical devices, sensors, and software that connect to the internet to collect and exchange data. These devices can range from smart home gadgets (like thermostats and lights) to industrial machines and healthcare equipment.

#### **Key Features of IoT:**

- Connectivity: Devices communicate via Wi-Fi, Bluetooth, or cellular networks.
- Automation: Smart devices can operate without human intervention.
- Data Collection: Sensors gather real-time information for analysis.
- Remote Control: Users can monitor and control devices from anywhere.

https://chatgpt.com/share/679cde2c-5684-8007-bdef-74fd63d40cbd

| Marking Criteria                        | Marks    |
|---|----------|
| Introduction                            | 12 marks |
| <ul><li>Needs</li></ul>                 |          |
| • Approach                              |          |
| Benefits                                |          |
| <ul><li>Competitors</li></ul>           |          |
| Existing Systems                        | 4 marks  |
| Issues or problem with existing systems | 4 marks  |
| Proposed System                         | 10 marks |
| Project Schedule                        | 5 marks  |
| References                              | 2 marks  |
| Overall report quality                  | 3 marks  |
| Report Total marks                      | 40 marks |