Revolv SmartWatch-based User story

As a user, Sam needs to use her smart watch to effortlessly and remotely monitor and control her home's Lighting, Media, Security, and Climate settings. She needs the ability to teach her house, so that her house gets smarter and she can avoid reinventing the wheel every day.
Based on our research, the main four things Sam's smart house needs to learn about: Climate, Security, Media & Lighting.

CLIMATE

C1 Sam wants to adjust the Climate settings of her home. She clicks the orange section of the main root area navigation (the center circle with white house in the center).

C2 The main climate interface populates the screen and now Sam can see that it's 72 degrees inside her home. She slides the green dial down to 68 and taps the center to adjust/lower the temperature. She holds her finger down on the center to make the setting take to the daily schedule, rather than just override it.

C3 Sam taps the orange rim to return to the root of the App.

SECURITY

S1 Next, Sam tries to remember if she closed and locked the back door. Sam clicks the red section of the main icon and accesses the Security area.

S2 Sam scrolls horizontally through door options. Sam stops at the Back Door, sees the "unlocked" icon, and taps it once to lock the back door.

S3 Sam clicks the green edge to return to the main (root) area.

MEDIA

M1 Sam is riding home on the train and wants to have music playing when she arrives. Sam clicks the green portion of the main navigation to access the Media area.

M2 The Media area opens and defaults to Music view. Sam scrolls through music and video apps via the media carousel. She clicks her Spotify icon and chooses a song to be playing when she arrives.

M3 Sam clicks the green rim or edge to return to root of App.

LIGHTING

L1 Sam is bringing a date back to the house and wants some romantic lighting upon arrival. She clicks the yellow portion of the main app to access Lighting.

L2 Sam accesses the Lighting area and scrolls through list of specific rooms. She could also choose from a list of pre-set lighting options such as "Date Night," "house sitter," "energy saver," "bright as hell," "total darkness" etc.

L3 Sam clicks the yellow edge/rim to return to main (root) area.

Additional notes, thoughts, ideas etc.

MoodRing or Psyde Kick: It would be really cool to have an additional level within the smartwatch-based application that would utilize multiple API's (facebook, google places, yelp etc) and combine this constantly updating info with information pulled from the smartwatch (pulse, temperature, sweat levels etc) and combine and analyze this data to better gauge how you are feeling and in turn, base the music, climate, media, etc off of this. Maybe it can sense you are out on a run, based on google geo-locating, and in turn, dial down the heat an additional 5 degrees. Or maybe it can read the weather, based off of local info and in turn open curtains and shut off lights to take advantage of natural energy. The main point is to try to take away the constant need to program and make decisions, and let your home have an almost psychic link to your current mood at any time, and make decisions for you, based on this information. It could be called MoodRing.

OutSmart: Another cool feature could be called OutSmart and it controls all of the varying external devices and features. These could include sprinklers, holiday lights, and invisible pet fences. If your animal jailbreaks over the perimeter, you would get an update; and if someone crosses over the same perimeter, onto your property, you'd get a different update. Could be called SmartFence.