Jarvis Emulator  
Concept of Operations  
COP 4331, Fall 2015

**Modification History**

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| **Version** | **Date** | **Who** | **Comment** |
| v0.0 | 9/14/2015 | Robin Schiro | Created document |
| v1.0 | 9/15/15 | Robin Schiro | Updated details for ‘Current System’ |
| V2.0 | 9/15/2015 | Jimmy Lam | Added ‘Needs’ and ‘Impacts’ |
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**Team Members:**

* Jimmy Lam
* Julian Rojas
* Manuel Gonzalez
* Robin Schiro

1. **Current System**
   1. Currently, most PC users cannot identify themselves and interact with their computers using a system of facial recognition. In an environment in which one computer is shared between multiple people, a user might have to enter a password to log on. After that, he must focus on his monitor to open desired applications and visit websites that interest him. These activities require the user to physically input information into the computer.
   2. Moreover, most desktop sessions do not allow multiple users to interact with the computer in the same setting. If the computer is “occupied” by someone, another person must wait his turn before taking advantage of the computer’s resources.
2. **The Proposed System: Needs**
   1. Webcam, database, front end GUI, microphone, web API, windows operating system
3. **The Proposed System: Users and Modes of Operation**
4. **The Proposed System: Operational Scenarios**
5. **The Proposed System: Operational Features**
6. **The Proposed System: Expected Impacts**
   1. By detecting and interacting with the user, we plan to create an AI that will enhance the user’s desktop experience. This “Jarvis Emulator” will enable the user to open and close applications without lifting a finger, and will alert the user of relevant information based on the data input from the user when setting up his or her profile the first time that Jarvis adds the user’s face to its database.
7. **The Proposed System: Analysis**