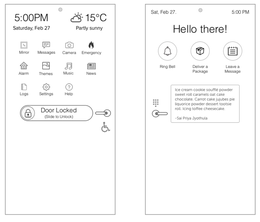
Welcome to SmartDoor™

Inside Outside



- The door is currently locked, the lock/unlock slider shows the status.
- The available options are displayed as icons on the inside of the door.

Inside Outside

- The user wants to use the inside of the door as a mirror.
- The user approaches the door.
  The status of the inside door is as in Screen 1.
- The user taps on the 'Mirror' button from the options on the inside of the door.
  The inside of the door now displays the live feed of the user (mirror mode).
  The user has the option to close the mirror mode using the red cross button (window close button) on the top right.
  The door is still locked, the lock/unlock icon shows the status.
- The user taps on the window close button.
  The mirror mode is terminated and the status of the inside door returns to Screen 1.

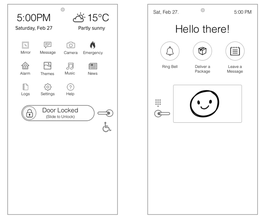
Inside Outside

- The user wants to write a new message or check the messages left by visitors on the outside door.
- The user approaches the door.
  The status of the inside door is as in Screen 1.
- The user taps on the 'Messages' button from the options on the inside of the door.
  The inside of the door now displays a changed screen with tabs to write a new message or check received messages (message window).
- The user taps on the 'Received messages' tab.
- The title of the 'Received messages' tab is changed to bold to show the system status.
- The messages left by visitors on the outside door are displayed, along with details such as the name of the visitor and the received time.
- The window close button is present on the top right.
- The user taps on the window close button.
- The message window is closed and the status of the inside door returns to Screen 1.

Inside Outside

- The user wants to write a new message on the outside door.
  The status of the inside door is as in Screen 3.
- The user taps on the 'Write new message' tab.
- The title of the 'Write new message' tab is changed to bold to show the system status.
- In the tab, the user has the option to choose from different input methods, viz., keyboard, free form drawing or voice recorder.
  The user taps on the desired input method.
- The desired input method is supported; it is also highlighted to show the system status.
  The option to save the new message is also displayed.
- The user inputs the message.

Inside Outside



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- The user taps on the 'Write new message' tab.
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- In the tab, the user has the option to choose from different input methods, viz., keyboard, free form drawing or voice recorder.
  The user taps on the desired input method.
- The desired input method is supported; it is also highlighted to show the system status.
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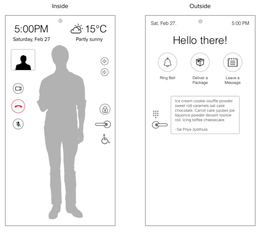
- The user wants to write a new message on the outside door.
  The status of the inside door is as in Screen 3.
- The user taps on the 'Write new message' tab.
- The title of the 'Write new message' tab is changed to bold to show the system status.
- In the tab, the user has the option to choose from different input methods, viz., keyboard, free form drawing or voice recorder.
  The user taps on the desired input method.
- The desired input method is supported; it is also highlighted to show the system status.
  The option to save the new message is also displayed.
- The user inputs the message.

Inside Outside

- The user wants to display the new message on the outside door.
  The status of the inside door is as in Screen 4, 5 or 6.
- The user taps on the 'Save' button after completing the message.
  The new message is displayed on the outside door.
  The display is changed to the previous screen.

Inside Outside



- The owner of the house has the option to interact with the outsider through live video stream (just like skype or hangouts).
- The user on clicking on the videos option will be given the 2 more options of interacting with the outsider.
  In his original version: In this version, the image of the user will be displayed to the outsider.
  The video icon will be untouched in this version.
  In his Avatar version: In this version, the user will conceal his identity to the outsider and his avatar of choice will be shown to the outsider. The video icon will be crossed in this version.

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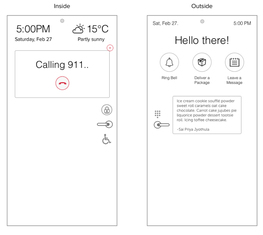
Inside Outside

- The user can click on the Emergency icon.
- Clicking on the emergency icon, opens up the Emergency tab.
- There are 3 options under Emergency tab: a) Medical Emergency, b) Fire Emergency c) Police.
- Clicking on the icon, takes the user to dialling 911.

Inside Outside



- The user can click on the Emergency icon.
- Clicking on the emergency icon, opens up the Emergency tab.
- There are 3 options under Emergency tab: a) Medical Emergency, b) Fire Emergency c) Police.
- Clicking on the icon, takes the user to dialling 911.

Inside Outside

- The user can turn the security alarm ON or OFF in the interface

Inside Outside

- The user can switch between the inside and outside tabs, and can select between the themes present and on selecting the theme a preview is shown and on clicking apply, it is saved.

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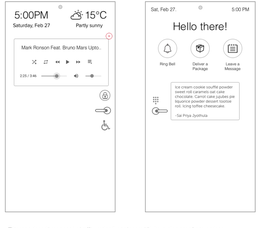
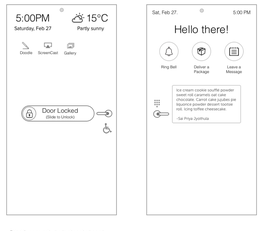


- The user can play pause, shuffle, repeat, and can skip to next or previous screen
- The volume can also be controlled in the interface.

Inside Outside

- The door displays the news, with the headlines in bold and descriptions in normal text.

Inside Outside



- Door is currently locked and closed.
- The user wants to unlock the door from inside without his/her phone or any other device.
- User walks up to the door and taps on the 'Touch here to Unlock' button on the door.

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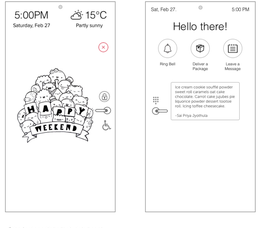

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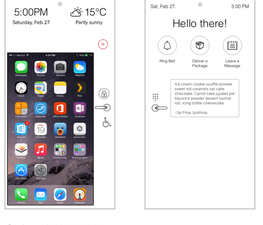

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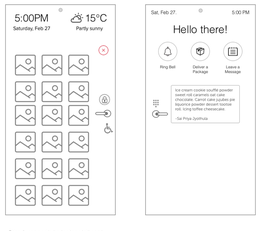

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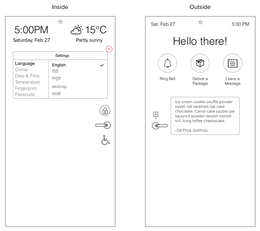

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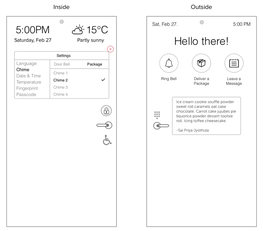

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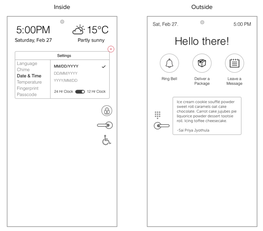

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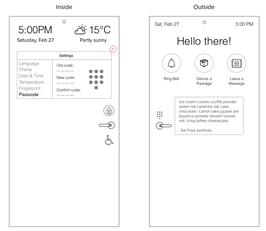

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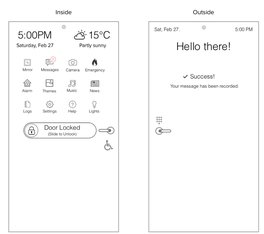

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Inside Outside

- The user wants to see logs of people who unlocked the door
- The door shows the name of the person who opened the door against the time