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MY SWEET HOME

IES P4 Group 2:

- Daniel Madureira 107603
- José Gameiro 108840
- Pedro Ramos 107348
- Rodrigo Aguiar 108969

OUR TEAM

RODRIGO AGUIAR
Product Owner

DANIEL MADUREIRA
Team Manager

PEDRO RAMOS
Architect

JOSÉ GAMEIRO
DevOps Master

PRODUCT CONCEPT

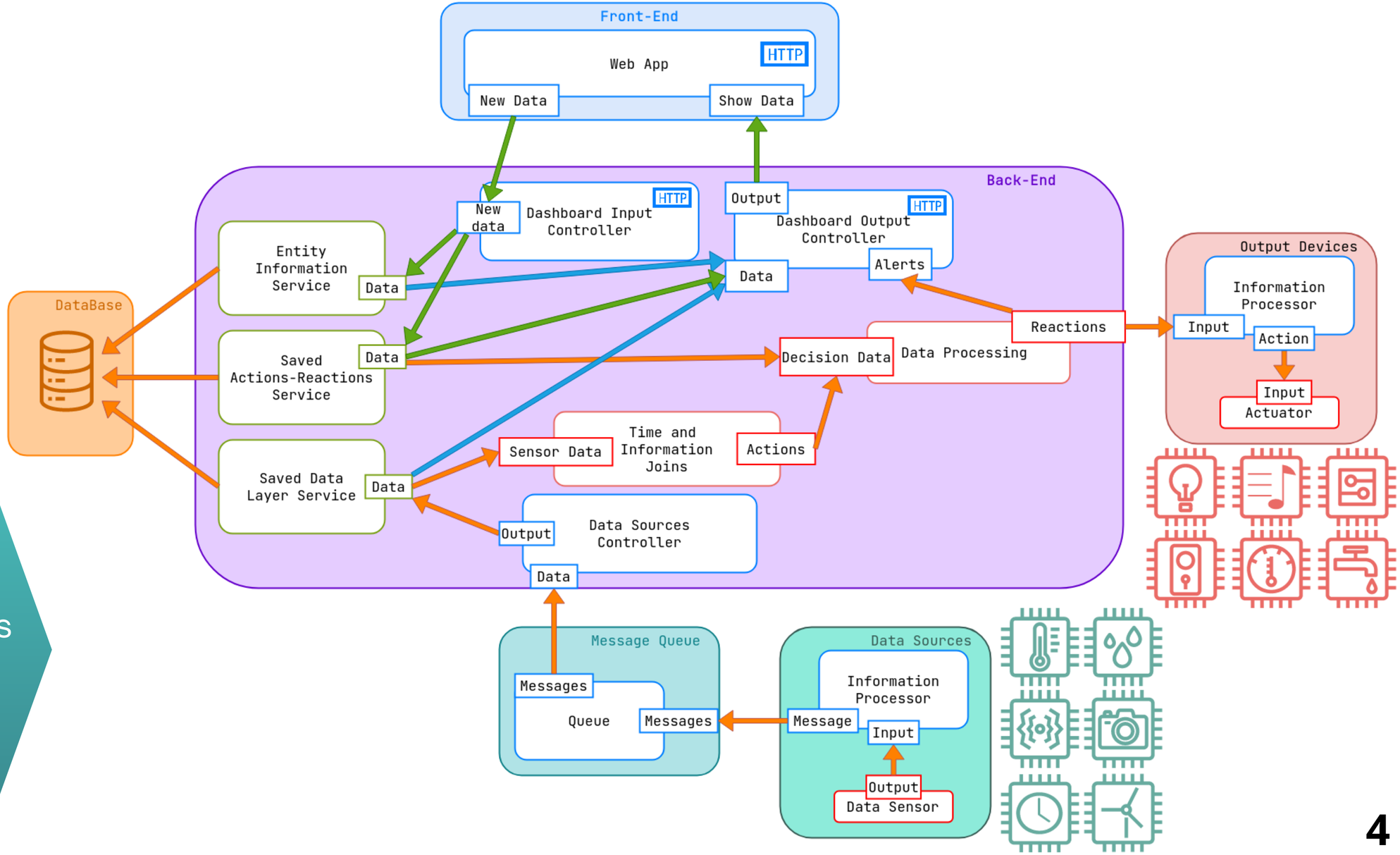
My Sweet Home is an home automation system where a user can add and manipulate output devices and bind their controls to real-time data based rules.

The service also allows input sensors mapped inside the user's home to transmit the information they produced, allowing the creation of input-output routines and data analysis.

We aim to provide a simple interface where users can:

- Check data given by their input devices (sensors)
- Act upon their output devices, changing state and attributes
- Segment their house divisions through rooms
- Automate daily task through the use of Routines

ARCHITECTURE



Components:

- Front-End
- Data Processors
- Dashboard Controllers
- Database
- Message Queue
- Data Sources
- Output Devices

PERSONAS

EUGÉNIA

Age: 55
Occupation: Nurse

Persona 1

MANUEL

Age: 67
Occupation: Reformed Teacher

Persona 2

JACINTO

Age: 35
Occuption: IT Manager

Persona 3

USER STORIES

USER STORY 2

As Jacinto, a busy professional IT Manager, I want to create automation routines for my home devices, such as turning off lights and adjusting the thermostat at specific times, so that I can save energy and simplify my daily routines.

USER STORY 6

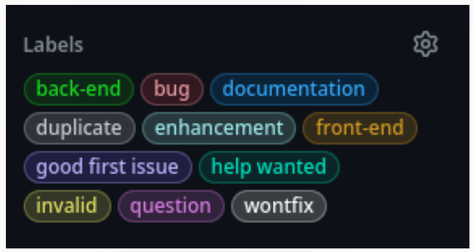
As Manuel, a retired teacher, I want to have a security system overwatching the house while I do tasks, so that I can ensure that I don't forget any important secury tasks like closing the fridge or turning off the stove.

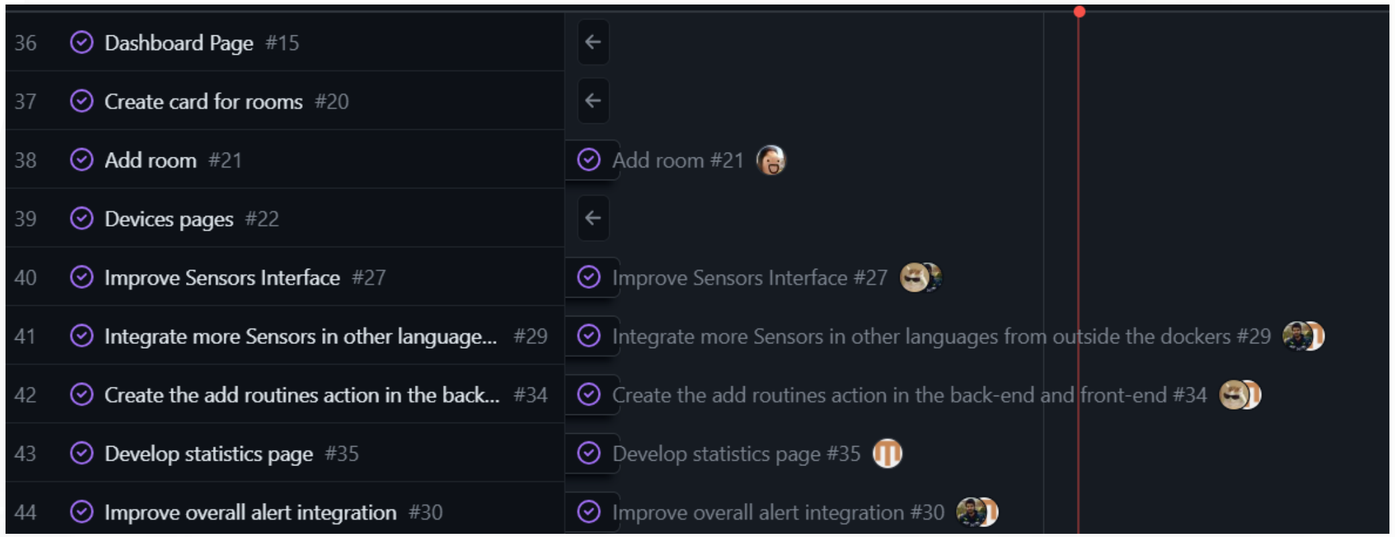
USER STORY 12

As Eugénia, a nurse, I want to be able to set up certain tasks to specific times of the day, so that I can, for example, wake up to music two hours before the next appointment in my schedule but never after 10 am.

PROJECT MANAGEMENT

- We used Github Projects for the project management;
- To better keep track of work, we used labels;
- Each task is its own issue, with its own branch;
- In the end of each task it’s created a pull request;
- A different coworker will review the code and accept/decline the pull request.
- Dev Branches > Main > Production





DEMO

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