



# LOW FIDELITY PROTOTYPE

*PART 1*

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## INTRODUCTION

The connection between humans and physical devices, as well as devices in the real world, is rising in popularity, and it necessitates the use of a natural and intuitive methodology. Life has become an increasing demand based on this concept and living well. As a result, how to grow pets in a simple manner has recently been a hot topic. The Internet of Things technology is used to investigate the ability of computation, communication, and control technologies to improve human-pet interaction. This project aims to improve the ability of location-awareness in pets and to assist pet owners in quickly training their pets to limit their activity and eating. Extensive testing findings show that our proposed approach is effective in treating illness and reducing symptoms. Our research not only demonstrates a significant advancement in the pet monitor system as it relates to Internet of Things concepts, but it also demonstrates how the Internet of Things can be used to solve problems.

## OVERVIEW

Research proves that affection and love are essential for animals since it is how they mature themselves. Similar concept applies to humans and their pets to spark bond between each other. However, we as humans are bound to have social lives — be it working, studying or simply anything else because it is a necessity for us to carry our responsibilities. Thereby, humans do sometimes need to stay away from their pets and this situation results in depression and anxiety towards the animals and eventually break the chemistry between this companion.

In this condition, we propose a mobile application that features Internet of Things (IoT) implementation which connects the mobile to smart devices associated to animals at home.

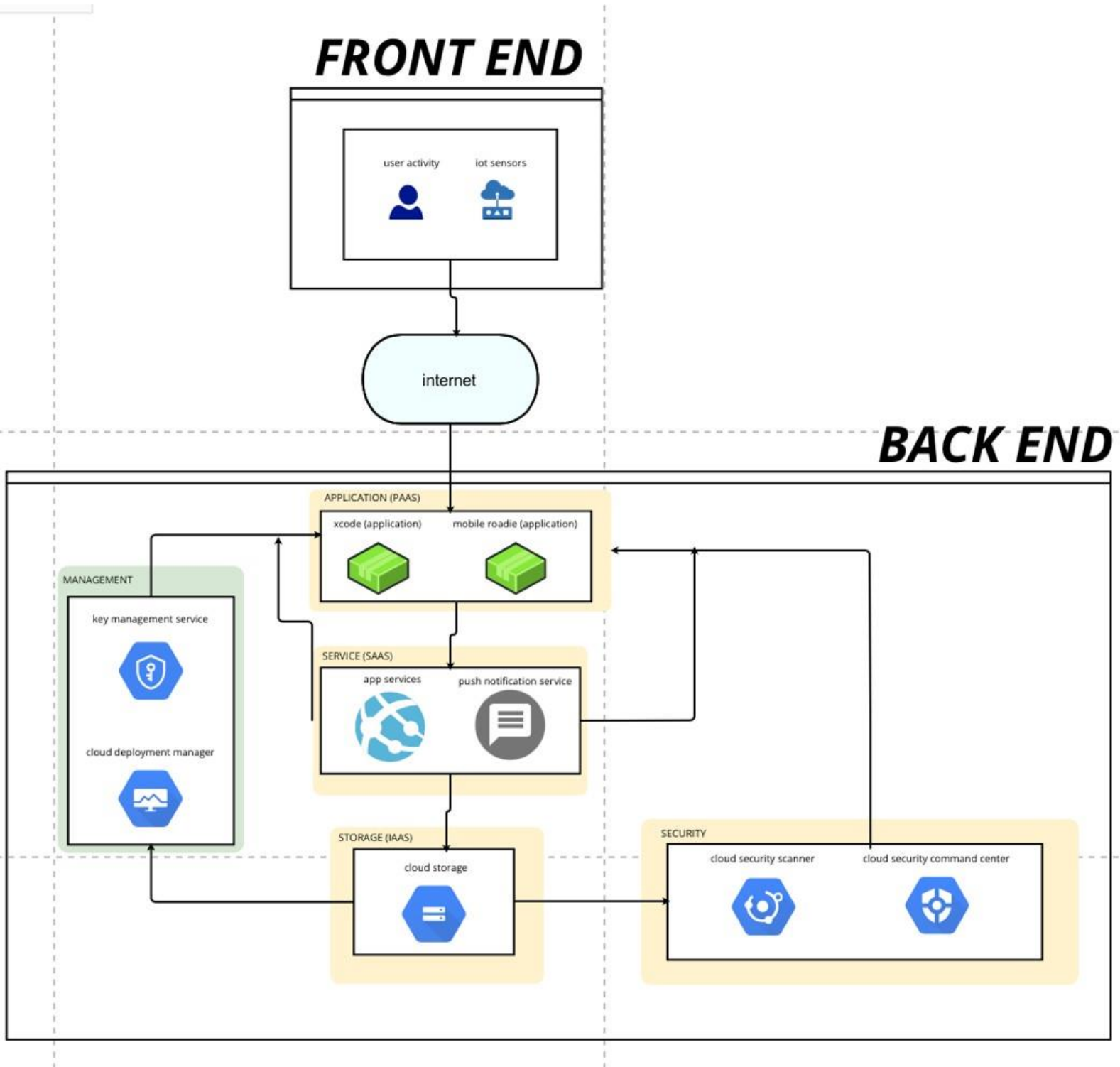
## OBJECTIVES

We focus to facilitate pet owners and pet shop owners on taking care of their beloved animals without their presence. Plus, we aim to help both maintain their chemistry even at distance, wherever humans might be.

### POTENTIAL CLIENTS AND SCENARIOS:

- Pet owners (away from home)
- Pet store owners (closing store)

# CLOUD COMPUTING ARCHITECTURE



## CONCLUSION

### 1) *ACHIEVEMENT*

- In this project, which is still ongoing towards Part 2, the main target group is individual citizens. From this target group, it becomes clear what change we are aiming to contribute such as new ways of working with significant improvements. The achievement varies from quality of life, better accessibility to economic development.
- In fact, this project arises so many benefits not only for society, but also for the team members. We start to develop confidence and trust building hence future project can be easily done because we are already aware of cooperation possibilities.

### 2) *LIMITATION*

- Going over the internet means you exposed to cyber attack from unknown sources. Even animal industry is not as big as finance or healthcare, the consequence must also be prioritized because they are still living things.
- Considering the usage of cloud technology which is smart and efficient, we still cannot ignore the existence of hardware that will be used. Hardware, on the other hand, is power dependent and requires connectivity. If one device goes down when are all interconnected, then so do the others.
- Prototype and software will have been completed without a proper integration. Since IoT only starts to emerge, different devices might require different configuration and won't work well with devices from different companies.

### 3) *CONTRIBUTION*

- Smartphones are unquestionably today's universal tool for planning daily routines. So, people will naturally feel good to utilize them to communicate with their pets. Not only do pet tech will feature robotized litter boxes, robotic food dispensers, and remote-controlled toys for pets, but it also contains apps that will connect a pet owner with the individuals who could help them to care for their pets (vets, pet rescues, dog walkers, or sitters).

- Responsible pet owners are particularly concerned with their honorary family members' physical fitness, the food they eat, and proper living arrangements. Given the quick pace of modern living, it might be difficult to keep track of every detail of a pet's life. With the pet mobile application, pet owners can employ the gadgets and use the application to keep track of their pets' lives, health, and many more things. Moreover, this application can contribute to the veterinary institutions, grooming salons, and pet hotels in order to make their services more competitive and to make pet owners' lives easier.