Currently the door is locked. To unlock the door, the user will tap on the lock icon.

Now the door is unlocked, and the icon has become an unsecured lock. The user would tap this icon to lock the door.
The door is currently locked. This state is shown with the green secured lock icon at the top of the door. The icon is large so it can be seen from further away, and color is used to help clarify. However, the icon is still easily understood even without the color significance.

Once the door is unlocked, the icon becomes unlocked and turns red.
The door is currently closed. The user will tap the door icon to open it.

The door is now open. The icon changed to an open door icon.
The icon can be pressed to close the door again.
User is standing inside the door and wishes to know what is the status on the door, whether it is open or closed. The current scenario shows that the door is open.

The current scenario shows that the door is closed.
The user has a couple options for getting inside. If they have a key fob, the door will automatically open for them.

Otherwise, they can tap the lock icon from the outside.

Once they tap the icon, the pattern password will appear for them to enter.
The user swipes over the correct password.

Once the correct password is entered, the door unlocks and the door icon appears. Here it is closed. The user taps the icon to open the door.
- User can tap the 'child lock' icon if there are young children in the house who could open the door and run out.

- The child lock activates, as reflected in the notification bar and in the lock icon.
Before

Inside

Outside

- User taps on lock icon inside to unlock the door as usual

After

Inside

Outside

- If child lock is active, the user will then have to trace a pre-set pattern in order to unlock the door
- Door shows persistent time, date, weather condition, and outside temp
- Intuitively, the user can tap anywhere on the time display to bring up a settings gear icon.
Before

Inside

Outside

After

Inside

Outside

- Upon clicking the gear icon...

- ...the user is presented with selectors for 12/24 hour time format, date format, and temperature units.
- Upon toggling to the desired settings and pressing the confirm button...

- The settings menu closes and the display reflects changes.

- These preferences will be recalled each time the door is used.
When the house alarm is on, it will show the security icon inside and outside so robbers know beware on the outside.

When the user enters the door, they can turn the house alarm on and off. A keypad will pop up and they have to type in the correct code and the icon changes to unlocked and updates on action bar.
When the user wants to leave the house and set the alarm, they click on house alarm app.

The user types in the code and after it is correct it sets the lock on, but will not lock until door is closed and warns others that this house is alarmed.
This is the default screen when door is not in use. There is a big huge sign for emergencies whether they be on the outside or inside.

When clicked, the user can specify which service as to save resources and money or if pressed accidentally can cancel.
DEFAULT: If there is no response within 5 seconds, all services will be called.
Control Porch Light

- The user wants to turn on the outside light, so taps the 'lamp' icon

- An icon in the notification bar shows when the light is on
- Outside is illuminated
- User can tap icon again to turn light off
User is standing inside the door and wishes to change the theme of the door bell. User can open this doorbell app to select the doorbell chime that they wish to hear when doorbell is pressed from the outside.

User has opened the doorbell app. User has selected the Sound 2 as it's indicated in the radio button selection for row 2. User can press the back arrow button to go back to main menu on home page.
User is standing outside the door and wants to press a door bell. Door bell is placed on the outside of the door and is right above the door knob.

User has pressed the door bell. Users inside the door can also hear the bell ringing and they can also see the door bell ringing icon on the door for the users who can't hear.
User is inside the door and sees that there is two notification for the doorbell with two on it; this indicates that the doorbell was rung two times.

User has opened the doorbell app and can see that he had two visitors who rang the doorbell today. And the security camera has captured their face and the time, user can also clear all the list once he has read all the visitors information.
If the visitor has left the note for the user inside, the inside user can also read it by clicking on Yes from the Note.
The user taps the message icon to leave a message on either the inside or the outside.

Once they have chosen to leave a message they are prompted to choose outside or inside. They simply tap on their choice.
The user taps on their choice of outside or inside.

The user taps the area they wish to type in - to, from, or message body.

They type using the on screen keyboard.

Once they are done with their message they can press the post button and it will be placed.
The user composed their message and pressed "Post".

On the outside, the message will automatically appear.

On the inside, the message will appear on the door with a notice that there is a new message.

The user will tap the message icon to view the message on the inside.
Once the user has tapped on the icon to show the inside message it will appear.

The message on the inside has appeared.
To remove the message on either side of the door, the X on the top right is pressed.
From the outside, the user will tap the message icon to leave a message on the inside. There is no option to leave a message on the outside.

The message pad appears. The user taps the section they wish to enter text in - to, from, or message body.

They use the on screen keyboard to type the message.

The user will tap the post button to send the message to the inside of the door.

On the inside, the message icon will appear with the number of messages that are there.
The user can tap the chat icon to bring up the chat application.

The chat application is now active. The people on either side of the door can send messages back and forth.

To close the application, just press the chat icon again.
User is standing inside and has camera app open. 
And user wishes to show himself to outside door using the inside camera. 
By default, the view from inside camera to outside is blocked and has avatars by default. 
User can see the outside view when camera is on from the small view screen next to the inside camera. 
The inside user is not seen outside due to defaulted feature.

The inside user is has decided to show him real self through the door using camera. 
User has clicked on the Camera view on top right corner and by clicking the Camera view, the avatar is deselected for this session. And user has turned the camera around to show him self though the door.
User is standing inside the door and has the camera app open. User wants to talk through the door in full screen view. Currently user is in fittable view in the both side of the door, and now user wants to go full screen.

User has gone on full screen mode and talking through the door. All the options have been slid to the right side so there is no buttons taking place on top of the live photo stream of the outside user. User can press the exit full screen button to return to regular fittable screen.
User is standing inside the door and wishes to open a camera app. The camera app can be used to see view of inside as a mirror or it can be used to check outside view. As soon as user presses camera app, the lens appears.

User is inside and has started the camera app. By default the camera will show the inside of door view. User can flip the camera view to show the outside content. User can full screen the current view to act the camera function as a mirror. User can press the back button to return to the main menu.
User is standing inside the door and has a camera app open and wants to act as a mirror. User will press the full screen button as it's indicated with black outline around the button. User can press back arrow button to go back to main menu screen.

User is standing inside the door and has the full screen mode of the inside camera. User can go back to small screen by pressing the close full screen button on right side about the door knob. The placement of close full screen button is placed on far right is because we don't want user to see the button while they are checking out their beautiful face!
When the door has identified the user and app menu is displayed and then click on to do list

A list of things to take or do will appear showing what the user needs for the day
When there are multiple users detected, one single menu shows up of what actions to show.

suppose they chose to do list then the view splits in half and each gets their own view
When the user touches the door, the menu/list will show up. The touch screen area will have a big range that is not near emergency range or too high or low.

The apps menu will display and once the area as been chosen the user can choose what features they want.
This is the main default screen when there is no user and no activity.

Until the user clicks on the door (not an object like a ball, where it is touched, the apps menu shows up.)
When the user is using the door's apps, it can click anywhere and the menu will go away and default screen will appear.
User is standing inside the door and wishes to open the calendar app to view the calendar.

User has opened the calendar app. User can see different month in the current year. User can press the back arrow to return to the main menu.
User is standing inside the door and comes close to door with a phone. The door recognizes the user because of the phone. All the plans for the day will be pulled from the user's calendar app from phone and will be displayed on the front door. The current view shows that the user has 3 tasks planned today as it's indicated in the notification bubble with 3 inside it. User coming closer to door with phone is shown with the icon of human hand holding phone.

User can see the 3 activities planned for today on the first column, as there are 3 activities planned for today on the first column. User can press the back arrow button to return to main menu.
The user taps the languages selection icon to choose their preferred language.

The language options then appear. The current language is highlighted with a yellow box. The user taps the choice they want to change to.
The user taps the theme icon to bring up the options.

The user then chooses Outside or Inside. Then they can choose which image they want to apply.

Here, inside is chosen and inside button and the image that is currently selected are both highlighted with yellow.
Once the user taps on the screen and the menu pops up, there is an icon that is the traffic symbol (a traffic light) and the user can click on it.

Once the user clicks on the traffic icon, an audio click starts playing on loop because nobody reads traffic, you listen to it while putting on shoes, coat, gloves, scarf... and the user can pause or play and increase or decrease the volume if they are people sleeping.
When user clicks on menu, and then clicks on the weather icon.

When the user clicks on the weather, the user can see the temperature, and the weather and it gives a images to what the user needs like: scarf and gloves because it's cold and sunglasses cause it's sunny.