The most important aspect of a door is to keep people (and other things) out or allow them to come in. I always double check any door in my house before I leave and before I go to bed. Being able to quickly see if it is safely locked from almost any distance is very helpful.
Other sketches for locked/unlocked
Press the lock or unlock icon and a pin pad will appear. Enter the pin to lock or unlock. The pin pad is colors and numbers; some users are better at number PINs and others at color patterns or acronyms (i.e., ROY G BIV for the rainbow color order). PIN is optional - good for homes with [small] kids.
To open the door, the user can press "open," and "close" to close the door.

An icon to see if the door is open or closed is displayed at the top. The green closed door indicates close, and the red open door indicates open.

Here the home alarm is currently on. To turn it off, the user will tap the icon.
When the doorbell is ringing, the bell icon will flash. Three options will show up - the view outside, put up a keyboard and message screen inside and out, and turn inside camera on. The options are around the height of the doorknob. So if you are tall enough to reach that, you can easily reach the options. As a safety feature, you can require the pin to be entered to turn on the inside camera. This is especially useful for parents since you don’t want your young child turning that on if you are not right there. Pressing the outside or inside camera will also activate inside and outside audio.

On the outside, the bell icon is present when the user walks up to the door. Once they have rung the bell, it will fill in yellow.
Once you choose to see the person outside you will see them until your press the icon again to end the session. While it is on, it is colored in. The camera inside icon will move over and remain available. Not colored in means it is off; colored in means on. Once the inside camera is on, the person on the outside will see the image appear.

When the user selects the keyboard, a messaging screen will come up. The user can drag it around to wherever they want and make it bigger or smaller. If the user wants to send a message and see the outside camera, the outside image will become smaller.
On the outside, the user just sees the messaging application if the inside camera is turned off. If the inside camera and messaging are turned on, they will also see the image and the message application side by side.
When the door is not in use, the emergency icons will be large and easy to find. They are separated by the type of emergency - fire, police, paramedic. The buttons are a bit higher up to avoid very young children from pressing them. However, children should also be able to reach them. At this height, the average child should be able to be taught and know when to or not to press these buttons. Once it is pressed, it will give 4 seconds to cancel the call. The pressed button will also be highlighted in yellow.

When the door is in use, the icons will be moved to the side and made smaller. They should always be accessible, but this way they are not in the way for other uses.
The many other features of the door will be kept inside an applications folder, so to say. When not currently being interacted with, this icon will always be on the door near the center. A person can double tap to move the icon around.
When the change language selection is made, a set of flags will show up. The user selects their preference. Color is used here because it is helpful in finding the country you want to choose.

The date and time format will show up together. The user’s choices will be highlighted.
To set Celsius or Fahrenheit, the user goes into C/F button and their current choice is highlighted yellow.

The parental controls settings have an on and off button. If it is on, and the user tries to turn it off, they will have to enter the PIN.
When the calendar icon is chosen, it will show everyone’s schedule.

When a user comes up to the door with their phone, it will show just that user’s information. If two people come up to the door, it will show both of their schedules in the same calendar.

If the user presses the mirror button, they will get a full image of themselves. This will override any other applications that are open, except the emergency buttons, lock/unlock, and open/close. If the doorbell rings while the mirror is activated, it will switch to the ringing doorbell menu.
To change the doorbell chime, the user chooses the icon and then their chosen tone. Their current selection is highlighted in yellow.

<table>
<thead>
<tr>
<th>Tone 1</th>
<th>Tone 2</th>
<th>Tone 3</th>
<th>Tone 4</th>
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To leave a message from the inside or outside the user selects the envelope icon. On the inside, the user has an option to post on the inside or outside. They will type the message, and then press "Outside" or "Inside."

<table>
<thead>
<tr>
<th>Inside</th>
<th>To: Abc From: Def</th>
</tr>
</thead>
<tbody>
<tr>
<td>Outside</td>
<td>Back in a few min.</td>
</tr>
</tbody>
</table>

On the outside, the user will only have the option to post the note, and it will go on the inside.

<table>
<thead>
<tr>
<th>Inside</th>
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<tbody>
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Once the user taps the weather icon, the 7 day forecast appears.

![Weather Forecast Template](image)
When the user chooses the traffic application, their routes will appear. They can choose their route and the traffic will appear.
When the user selects the themes button, they will be prompted with choices. Their selection will then be highlighted in yellow and the image will appear on the door.