Team 3

Wireless Power Manager

Team Members:
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Wireless Power Manager

Project Goals

• Allow the user to effectively unplug their devices without actually unplugging them

• Allow the user to control when power is allowed or denied to appliances that it is connected to, such as a television or game console

• Allow the user to see the status of all the connected governors, their power consumption and the schedules for each one
Wireless Power Manager

System Block Diagram

- Designed to be as simple as possible
- Allows for reliable and constant communication between subsystems

![System Block Diagram](image-url)
Wireless Power Manager

Project Deliverables:

• Master control program that will display information about each governor and allow the user to modify the information
• Communication module that receives and stores the information received from the master control program and passes the information onto the governors
• Multiple governors that can both allow and deny power to the attached module, and can receive and transmit information to the communication module