



HomePreppingSystem

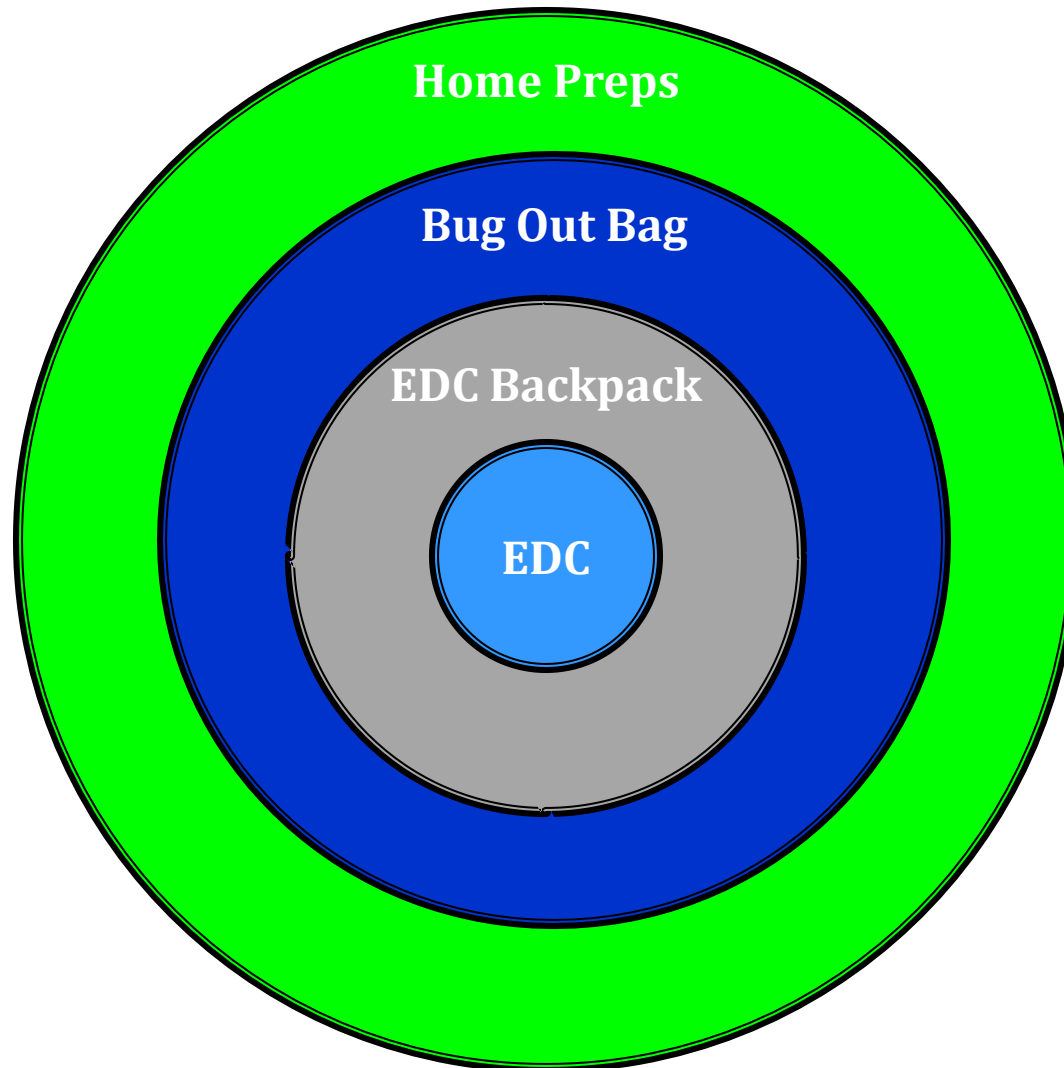
“Prepping For The Rest Of Us”

Introduction



- The Journey of Prepping
- Build a **“Prepping Hierarchy”** (System)
- Utilize Software Engineering Principles
- **“If you aren’t living for today,
there is no point prepping for tomorrow.”**

Prepping Hierarchy



Project Description



- Systematically organize my Home Prepping supplies
- Utilize SW Engineering Principles
- Multiple: Tiers / Modules / Levels
- Continued YouTube Community Dialogue

Goals



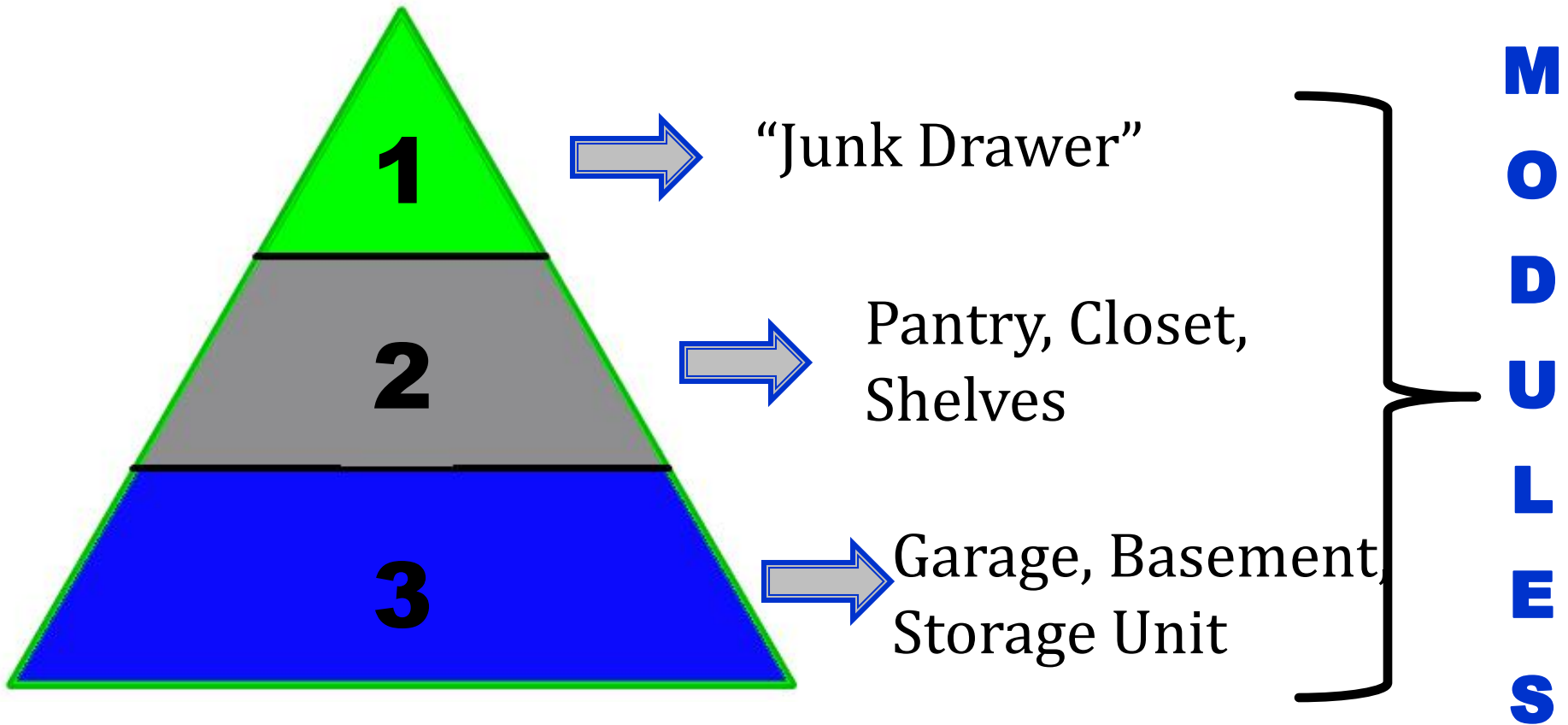
- #1 Priority: Organization
- Complex Design / Simply Defined
- Create Order out of Chaos
- Establish Self-Sufficiency
- Based on Proportion & Realism (e.g., REAL Emergencies)

Goals (continued...)



- Black-box Design (Framework)
- Expandable and Maintainable
- Beneficial to ALL Levels of Prepping
- Collaborative Effort with YT Community

Levels



Modules

- Organized
- Protected (e.g., water)
- Portable
- Labeled
- Stackable
- Visible in Darkness



Tier 1 – The Essentials



Rotated

**“Kid Tested,
Mother Approved”**

Variety / Flexibility

Include Add-Ons

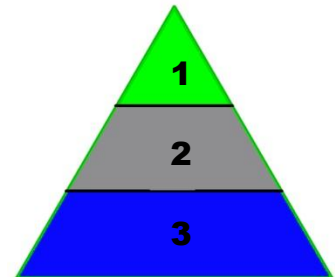


Non-perishable

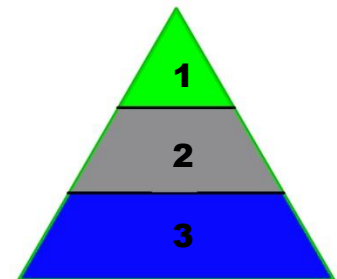
Usable

Transportable

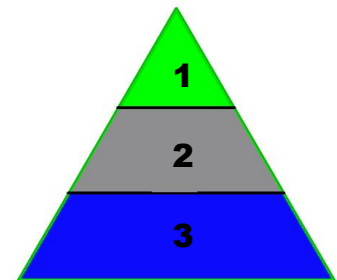
Storage Friendly



Tier 2 - Conveniences



Tier 3 – Emergency Preps



Possible Events



BLIZZARD

BURGLARY

EARTHQUAKE

ECONOMIC

FIRE

FLOOD

**HEAT
WAVE**

**HOME
EQUIPMENT
FAILURES**

**POWER
OUTAGE**

STORMS

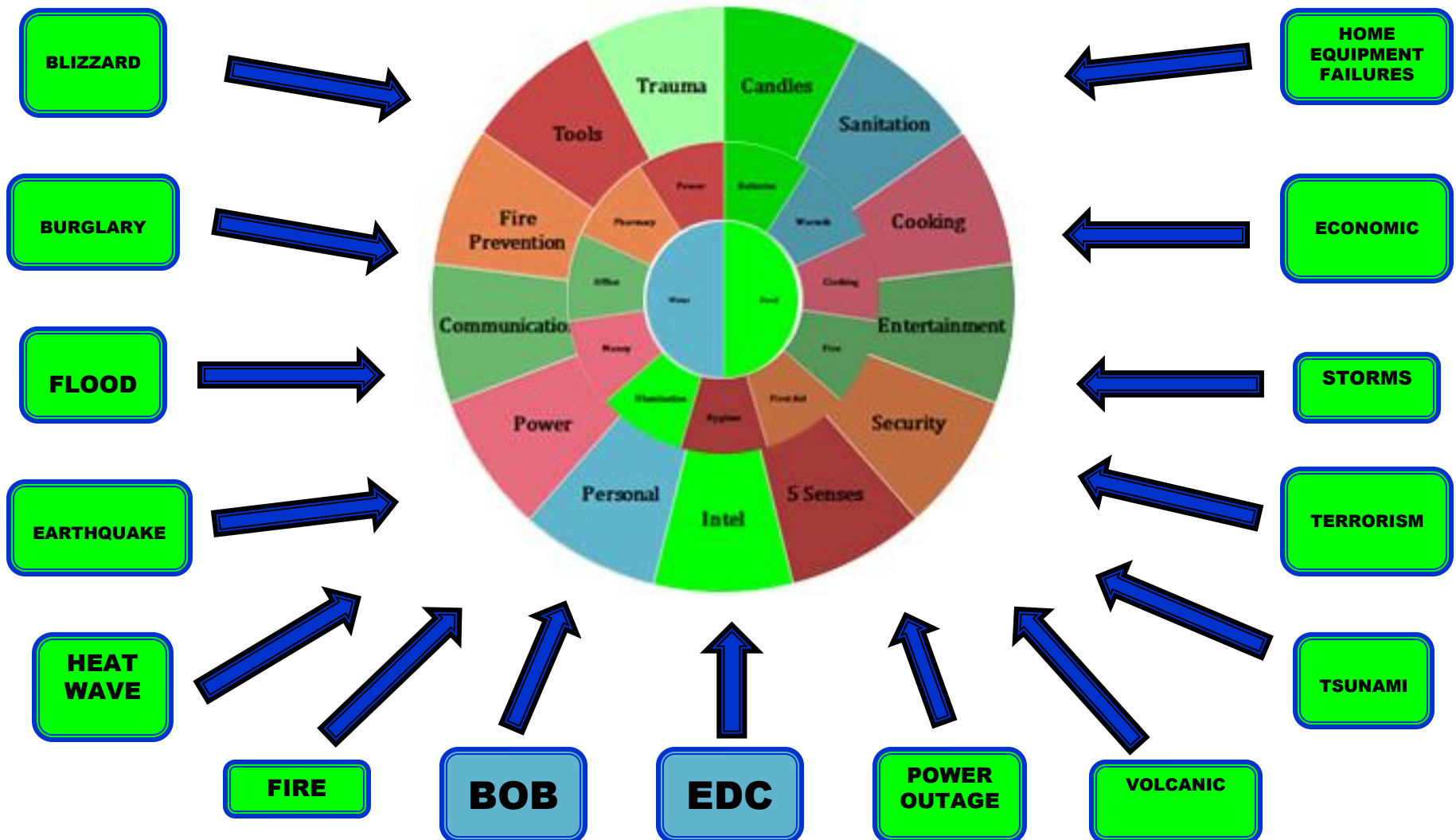
TERRORISM

TSUNAMI

VOLCANIC

DRAFT: Subject to change

Complete System



Stack Diagram: Complete System



BLIZZARD		BURGLARY		EARTHQUAKE	
ECONOMIC		FIRE	FLOOD		HEAT WAVE
HOME EQUIPMENT FAILURES			POWER OUTAGE		STORMS
TERRORISM		TSUNAMI		VOLCANIC	

Possible Events



TOOLS	FIRE PREVENTION		SECURITY	TRAUMA	COOKING
COMMUNICATION		POWER	PERSONAL	INTEL	5 SENSES
EMERGENCY LIGHTING		SANITATION		ENTERTAINMENT	

Tier 3

HYGIENE	ILLUMINATION	MONEY	OFFICE	PHARMACY	
BATTERIES	WARMTH	CLOTHING	FIRE	FIRST AID	POWER

Tier 2

FOOD	WATER
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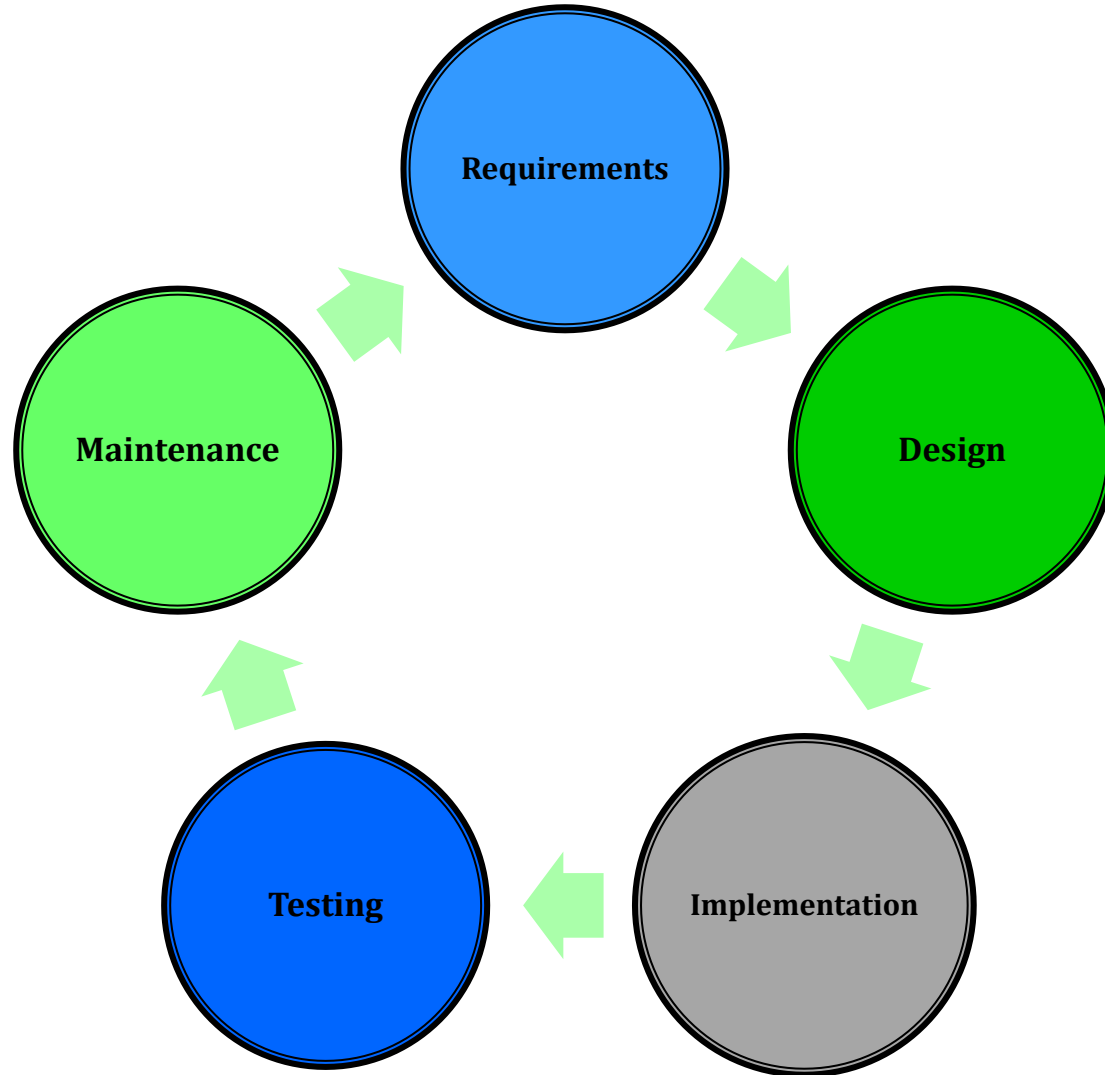
Tier 1

Design Strategy



- Tier Inheritance
- Multiple Levels Per Tier Module
- Sequential Design Order
- Realistic Supplies and Events
- Lower Levels Supply Upper Levels
- Top-Down Design Approach

Prepping Development Life Cycle



Timeline / Milestones



- **Lifelong Project** – No End, Just Milestones
- **2013:**
 - Design/Implementation: Tiers 1-3, Levels 1-2.
 - Design Drafts: Level 3, All Tiers.
 - Testing: Unique gear/products (YouTube Video)
- **2014:**
 - Design/Implementation: Level 3, All Tiers. All Possible Events
 - Testing: Unique gear/products (L3, Event Specific)

Summary



- **The Journey of Prepping:** "If you aren't living for today, there is no point in prepping for tomorrow."
- **Open Source Project:** Collaborative Effort
- **"Pareto Principle":** The 80/20 Rule states that 80% of the output comes from 20% of the input.
 - 80% of your **Preparedness** comes from
 - 20% of your **Preps**

