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> Embedded Systems, Winter Semester 2020 Project Description Deadline: 11/01/2021 11:59 pm

Overview

Modern day vehicles come with various safety and entertainment features to make our lives better.

However, safety features are considered more important than entertainment features, consequently they have higher priorities when it comes to execution.

In this project, you are going to implement some of these features using **Arduino Uno and Mega** boards, giving each feature a **suitable priority**. You will be using **Arduino C** alongside **FreeRTOS** to implement your project.

You will assemble your own project by selecting **one feature from each of the three main categories**. Each feature you choose corresponds to one or more **Tasks** that must be **prioritized** via **FreeRTOS**. Your whole system must be run by **FreeRTOS**.

To be able to assemble your project, you need to submit your features selection via the following link: https://forms.gle/4ZyRBFVwmdx6ZcnU8

Note: Each feature has a capacity of 30 teams (FIRST COME, FIRST SERVED). The deadline for assembling your project is Friday 6th of November 2020 at 11:59 pm.

The **Project Guidelines** document will be posted later containing some constraints.

1 Wheels on the Road!

You MUST implement one of the following features:

1.1 Lane Keeping Assist (LKA)

- a) Autonomous lane departure system that detects if the vehicle is leaving its lane using sensors.
- b) It will gently steer the car back into the lane if it begins to drift out of it while alerting the driver.

1.2 Active Parking Assist (APA)

- a) Autonomous car-maneuvering system that performs parallel parking using sensors.
- b) It will independently park the car between two cars parallelly while alerting the driver of obstacles.

Requirements

- All projects must be done on a physical moving car.
- Example: https://ram-e-shop.com/product/ro-base-dg008/

2 Fears on the Road!

You **MUST** implement one of the following features:

2.1 Control Indicators (CI)

- a) Current Gear.
 - Display the current gear on a 7-Segment display.
- b) Adaptive Headlights.
 - Adapt the car headlights according to the surrounding light intensity.

Requirements

- The current gear should reflect one of the four automatic gears (P,D,N,R).
- You should be able to change gears via a joystick, however, it is not a must to control the car using the gears.
- The light intensity should be detected using a sensor, and automatically adapt the car's headlights represented as LEDs.

2.2 Fluids Indicators (FI)

- a) Automatic Windshields.
 - Control the windshields according to the weather.
- b) Fuel Indicator.
 - Display the fuel level on a 7-Segment display $(0 \rightarrow Low, 1 \rightarrow Medium, 2 \rightarrow Full)$.

Requirements

- You should detect whether it is raining or not using a sensor, and control the windshields accordingly.
- The windshields should be represented using servo motors.
- The fuel level should be detected via a sensor.

3 Ears on the Road!

You MUST implement one of the following features:

3.1 Radio System (RS)

- a) You should tune in your favorite radio station.
- b) You should control the system through an "LCD TFT 2.4 With Touch Screen" which performs the following operations:
 - On/Off
 - Change the frequency
 - Display the current frequency

Requirements

- Your radio system should output sound according to the selected FM radio station.
- You should use a radio receiver sensor for the radio mechanism.

Example:

https://store.fut-electronics.com/products/fm-radio-receiver-module-with-antenna-tea5767

3.2 Sound System (SS)

- a) You should play MP3 files via a speaker on the car.
- b) You should control the system through an "LCD TFT 2.4 With Touch Screen" which performs the following operations:
 - Play/Pause
 - Previous
 - Next
 - Display the song number/name

Requirements

• Your sound system should be able to perform the basic operations of playing/pausing an audio file, playing the next or previous audio file through an MP3 module.

Example: https://ram-e-shop.com/product/kit-mp3-m87/

• The sound should be heard explicitly from an external speaker.