

Project defence - AutoPylot

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1 Introduction

An overall look at our project.

Project : An autonomous vehicle.

Objective : Make an autonomous car which can race on a given track without human input for direction or speed.

2 Common and individual tasks

Common	Alexandre	Maxime.G	Maxime.E	Mickael
T-shirt	Introduction	Data Gathering	Label Zones	Installation
Modularity	Website Presentation	Training	Simulator	Telemetry Server
Organisation	Quick Recap	Conclusion	Race	Race

3 Description of the realization of the tasks

- Quick Recap: Recap of previous project defenses.
- Presentation Website: Showcase our project.
- Label Zones: Creation of label zones to improve car speed.
- Installation: Installation of the project
- Data Gathering: How do we gather data.
- Training: Training of our model.
- Simulator: Gathering data with an online simulator.
- Telemetry server: Send telemetry to an external server.
- The Race: Demonstration on track.
- Conclusion: What are we planning for the future.

4 Conclusion

- Recap of what we have said.
- Done : We improved our training model and the telemetry server. We also created a simulator to train our model.
- To do : We have to win the Vivatch race.