**Autonomous Football Car**

**Summary:-**

The project consists of a small robocar situated in an arena with a goal post and a ball.

The car pushes the ball towards goal post. The car has a microcontroller and a Wi-Fi module (NodeMCU ESP32) through which it takes signal and controls motors. The car is connected to a microprocessor (Raspberry pi) which sees the arena by a camera situated over arena at its centre. The microprocessor detects colour of ball and car using Computer Vision and calculates the relative position of car, ball and the goal. It decides that in which direction and angle car should go and sends command to car’s Wi-Fi module using MQTT protocol. Thus it makes an Autonomous Fottball car.