

3. Obstacle Management:

Our self-driving autonomous vehicle uses HUSKY LENS as an AI-vision to avoid obstacles on the track.

Function: We have divided the whole game track into **3 paths/lines**: **The line beside the outer wall, the line in the middle of the track, and the line beside the inner wall.** Our bot runs in the middle line throughout the whole track. When it detects the red block, it shifts to the line beside the outer wall to avoid the red block by moving toward the right. When it detects the green block, it shifts to the line beside the inner wall to avoid the green block by moving towards the left. Ultrasonic sonar sensors are used to avoid touching the surrounding walls.