**Title: Automated Cricket Pitch Covering and Water Extraction Project**

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**Description**: The Automated Cricket Pitch Covering and Drying System is a microcontroller-based project designed to protect cricket pitches from rain damage.In this process when the umpire provides a signal, a car arrives with a waterproof covering that will cover the entire pitch. After the rain stops the umpire will provide another signal. Then the system will remove the excess water using a water pump from the pitch to ensure quick play resumption after rain ceases.

Features:

1. **Pitch Protection**: Ensures the longevity and quality of the cricket pitch by shielding it from rain damage.
2. **Manual Control**: Users have the option to manually control the system via the monitoring and control interface in case of any issues or special requirements.
3. **Water Removal**: After the rain stops, the microcontroller initiates the

water removal system to efficiently drain excess water from the pitch surface, preventing waterlogging and facilitating quick play resumption.

1. **Time and Labor Savings**: Automates the process of covering and drying the pitch, reducing the need for manual labor and allowing ground staff to focus on other tasks.
2. **Enhanced Playability**: Enables quicker resumption of play after rain, enhancing the overall experience for players and spectators.
3. **Efficiency and Reliability**: The design aims to be efficient and reliable, ensuring prompt protection of the pitch during rain events and fast recovery afterward, minimizing disruptions to cricket matches.

**Used Parts:**

* 4 Wheel Car Casing
* Stepper Motor
* Arduino Uno
* Motor Driver L298N
* Bluetooth Module HC05
* 5V Mini Water Pump
* 18650 Li-ion Battery
* Polythene and PVC Pipe

**Image of The Project:**

