Final Project Smart Car

Collision Avoidance System 2

Lesson 29

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Objectives

- Identify common **street furniture**

- Design and build obstacles that can be place on your track

- Test your **collision avoidance** system using a range of objects
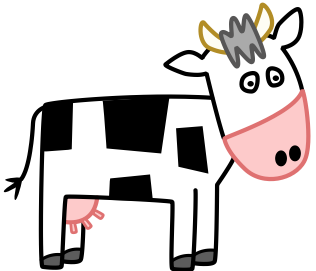
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Road & Street furniture

- It is not just pedestrians and other road users that we will need to avoid when using our autonomous car, but also road & street furniture

- Road and street furniture are objects and pieces of equipment installed along streets and roads such as:

  - Benches
  - Traffic barriers
  - Bollards
  - Post boxes

  - Phone boxes
  - Streetlamps
  - Traffic lights
  - Road signs

  - Bus stops
  - War memorials
  - Waste receptacles

- The design and placement of furniture takes into account aesthetics, visual identity, function, pedestrian mobility and road safety
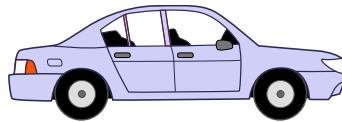
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Car Ride

Collision Avoidance System

- Consider the different types of object that you are likely to see when in your car, eg Pedestrians, other vehicles, signs and road furniture, even animals

- How are you going to test your system works on large, small, heavy, light, solid and soft objects

- Design and build a set of obstacles that covers all the eventualities you can think of

- Try to ensure you use different materials and sizes to simulate the different objects you will come across

Build implement and test your collision avoidance system

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Success Criteria

- Identify common road furniture
- Design and build obstacles that can be place on your track
- Test your collision avoidance system using a range of objects

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Thank You
Danke
Merci
谢谢
ありがとう
Gracias
Kiitos
감사합니다
धन्यवाद
תודה

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