

Car Dodge Game

Pranav Bankar¹, Digvijay Deshmukh², Udayraj Bhosale³, Prof. S. R. Takale⁴

^{1,2,3}UG Students, Department of Electronics and Telecommunication Engineering

⁴Assistant Professor, Department of Electronics and Telecommunication Engineering

SKN Sinhgad College of Engineering, Pandharpur

pranavbankar24@gmail.com, deshmukhdigvijay1717@gmail.com,

udayrajbhosale555@gmail.com, swapnil.takale@sknscoe.ac.in

Abstract: *In today's rapidly advancing technological era, artificial intelligence (AI) and computer vision are playing a vital role in developing intelligent transportation systems. One of the most significant applications of these technologies is obstacle detection, which enhances vehicle safety and enables autonomous navigation. The project titled "Obstacle Detection Car" focuses on designing a smart system that can automatically detect and respond to obstacles in its path using AI-based software techniques.*

The system utilizes a camera module or pre-recorded video feed to capture real-time images of the surrounding environment. These images are processed using computer vision algorithms such as OpenCV and deep learning models like YOLO or Haar Cascade classifiers to accurately identify obstacles. Based on the detected object's distance and position, the software generates appropriate control actions—such as stop, slow down, or change direction—mimicking autonomous vehicle decision-making.

This project demonstrates the integration of AI, image processing, and automation for creating a low-cost intelligent navigation prototype. It highlights how machine learning techniques can improve road safety, collision avoidance, and robotic mobility. Moreover, it provides a foundation for understanding the working principles behind self-driving cars and smart robotic systems. Overall, the Obstacle Detection Car project showcases the practical use of artificial intelligence in building safer and smarter transportation solutions for the future.

Keywords: Artificial Intelligence (AI), Computer Vision, Object Detection, OpenCV, Deep Learning

I. INTRODUCTION

In the era of artificial intelligence (AI) and automation, voice-based interaction has emerged as one of the most natural and intuitive forms of communication between humans and machines. A voice assistant is an intelligent software application that can interpret human speech, process the given commands, and respond through synthesized speech or actions. The development of such systems combines multiple domains, including Speech Recognition, Natural Language Processing (NLP), and Machine Learning (ML), to create a seamless and hands-free user experience.

The "Voice Assistant" project aims to design and implement a smart virtual assistant capable of understanding spoken commands and performing relevant tasks such as opening applications, searching for information, setting reminders, or controlling connected devices. The system uses Python as its primary programming language, leveraging open-source libraries such as Pandas, NumPy, and Scikit-learn for data processing, computation, and model building. These tools enable efficient handling of audio-derived datasets and help in training models that can accurately classify and interpret user intents.

The project workflow involves several stages—audio input acquisition, speech-to-text conversion, data pre-processing, feature extraction, and classification using machine learning algorithms like Decision Tree, Random Forest, and Support Vector Machine (SVM). By evaluating different models, the system determines the most accurate approach for command recognition.



This project not only demonstrates the application of AI in natural language understanding but also emphasizes the role of machine learning in enhancing user interaction and accessibility. The Voice Assistant thus represents a step toward intelligent and adaptive human–computer interfaces that can transform everyday digital communication.

II. LITERATURE SURVEY

Patel et al. [1] present an AI-based obstacle detection framework using image processing and deep learning techniques for autonomous vehicles. Their work emphasizes the use of convolutional neural networks (CNNs) for object classification and real-time decision-making, demonstrating improved accuracy compared to traditional sensor-based methods.

Singh and Sharma et al. [2] explore the integration of ultrasonic and infrared sensors with embedded systems for obstacle avoidance. They conclude that multi-sensor fusion significantly enhances detection reliability, especially in varying environmental conditions.

Kumar et al. [3] describe a computer vision–based approach for obstacle detection using OpenCV and Haar Cascade classifiers. Their system successfully identifies static and moving obstacles in controlled environments, highlighting the efficiency of lightweight vision algorithms for small-scale robotic vehicles.

Lee et al. [4] investigate deep learning–driven models such as YOLO and SSD for real-time object detection in autonomous driving. Their study demonstrates that YOLOv5 achieves higher precision with reduced latency, making it suitable for embedded AI applications in robotic vehicles.

Ahmed and Verma et al. [5] propose a hybrid method combining LiDAR and camera-based systems for distance estimation and obstacle recognition. Their research emphasizes the advantages of combining depth and visual data for robust detection in complex terrains.

Raj et al. [6] present a simulation-based study using MATLAB and Python for obstacle detection in autonomous cars. Their results indicate that integrating edge detection, image segmentation, and motion tracking improves performance in real-time navigation.

Chatterjee et al. [7] discuss machine learning algorithms such as Support Vector Machines (SVM) and Random Forests for classifying obstacle types based on extracted image features. They report that ensemble techniques outperform individual classifiers in terms of accuracy and response speed.

Zhang et al. [8] investigate noise reduction and image enhancement techniques for improving detection in low-light or noisy environments. Their findings show that adaptive thresholding and filtering algorithms significantly reduce false positives.

Deshmukh and Kulkarni et al. [9] evaluate the performance of Raspberry Pi–based vision systems for low-cost obstacle detection. They demonstrate that with optimized processing pipelines, real-time detection is achievable even with limited hardware resources.

Wang et al. [10] propose a reinforcement learning approach for obstacle avoidance, enabling vehicles to learn optimal navigation strategies through trial-and-error interaction with the environment. Their results highlight the potential of combining vision-based AI models with adaptive learning for future autonomous systems.

Table 1: university admission chance predictor.

Paper / Project	System	Architecture	Cost	Ease of Implementation	Performance	User Experience
Patel et al. [1]	AI-based Obstacle Detection	CNN for object classification	Moderate	Moderate	High accuracy in detecting static & moving obstacles	Smooth for small-scale robotic vehicles
Singh & Sharma et al. [2]	Sensor Fusion Obstacle Avoidance	Ultrasonic + Infrared + Embedded Controller	Low–Moderate	Moderate	Reliable obstacle detection under varying conditions	Safe & responsive for autonomous navigation
Kumar et	Computer	OpenCV +	Low	Easy	Moderate accuracy	User-friendly



al. [3]	Vision Obstacle Detection	Haar Cascade Classifier			in controlled environments	for small robotic prototypes
Lee et al. [4]	Deep Learning Vision System	YOLO/SSD for real-time detection	Moderate–High	Moderate	High precision with low latency	Efficient for real-time navigation
Ahmed & Verma et al. [5]	Hybrid Camera-LiDAR System	Multi-sensor fusion for distance & obstacle recognition	High	Complex (requires hardware integration)	Very high, robust in complex terrains	Adaptive & reliable user experience
Raj et al. [6]	Simulation-based Obstacle Detection	MATLAB + Python (Edge detection + Segmentation)	Low	Easy	Moderate, good for algorithm validation	Good learning experience for developers
Chatterjee et al. [7]	ML Classifier Obstacle Detection	SVM / Random Forest Ensemble	Low–Moderate	Moderate	High accuracy & fast response	Smooth and responsive for robotic cars
Zhang et al. [8]	Noise-Robust Detection	Image enhancement + adaptive filtering	Low–Moderate	Moderate	Reduces false positives in low-light/noisy conditions	Reliable detection under varied conditions
Deshmukh & Kulkarni et al. [9]	Raspberry Pi Vision System	Optimized OpenCV pipeline on embedded hardware	Low	Easy	Real-time detection possible	Convenient & low-cost solution
Wang et al. [10]	RL-based Obstacle Avoidance	Reinforcement learning for path planning	Moderate–High	Complex (requires training & environment simulation)	Adaptive & learns optimal navigation strategies	Intelligent & autonomous navigation experience

III. PROPOSED METHODOLOGY

This project is designed to develop an intelligent Obstacle Detection Car capable of identifying and avoiding obstacles in real time. The methodology involves multiple phases, including environment sensing, data acquisition, pre-processing, feature extraction, model selection, obstacle detection, decision-making, vehicle control, and system evaluation. The goal is to create a robust, efficient, and low-cost autonomous navigation system.

The first step involves capturing real-time images of the surroundings using a camera module mounted on the robotic car. The camera continuously streams frames to the processing unit, serving as the primary input for obstacle detection. Proper calibration and positioning of the camera are critical to ensure a wide field of view and minimize blind spots during navigation.

In addition to visual input, sensors such as ultrasonic or infrared modules can be integrated to enhance obstacle detection, especially for objects that may not be clearly visible to the camera. Sensor fusion enables the system to combine data from multiple sources, increasing reliability and detection accuracy in complex environments.



Image pre-processing is performed to improve quality and reduce noise caused by lighting variations, shadows, or motion blur. Techniques such as grayscale conversion, Gaussian filtering, histogram equalization, and edge enhancement are applied to create consistent and analyzable input for the detection models.

Feature extraction is carried out using traditional computer vision techniques like contour detection, Canny edge detection, and region-of-interest (ROI) selection. For higher accuracy and real-time performance, deep learning models such as YOLO (You Only Look Once) or Haar Cascade classifiers are implemented. These models identify obstacles, classify their types, and determine their exact positions within the frame.

The system then calculates the distance of detected obstacles relative to the car. This can be achieved using bounding box dimensions, stereo vision, or depth sensors if available. Accurate distance estimation is crucial for timely decision-making to avoid collisions while navigating dynamically changing environments.

Various machine learning and deep learning algorithms are evaluated to determine the most suitable model for obstacle detection. Models such as Convolutional Neural Networks (CNNs), Support Vector Machines (SVMs), and ensemble methods like Random Forests are tested for accuracy, response time, and false-positive rates. The selected model ensures an optimal balance between detection performance and computational efficiency.

The decision-making module uses the processed information to determine appropriate actions for the car. Based on the detected obstacle's type, size, and distance, the system can execute maneuvers such as stopping, slowing down, or turning to avoid collisions. The decision-making logic is designed to be adaptive, responding dynamically to new obstacles detected during movement.

The vehicle control module receives real-time commands from the decision-making system and adjusts the car's motors or actuators accordingly. The control system can use PWM signals for speed regulation and steering control, ensuring smooth, precise, and safe navigation.

The system is implemented in software using Python, integrating libraries such as OpenCV for computer vision, TensorFlow/Keras or PyTorch for deep learning, and communication protocols for hardware control. The workflow involves real-time processing of image frames, feature extraction, model inference, and execution of control commands. Testing and evaluation are conducted in controlled as well as semi-realistic environments. Various scenarios, including static and moving obstacles, different lighting conditions, and varying terrain, are used to assess system reliability, response time, and collision avoidance efficiency. The system is continuously refined based on testing outcomes to improve performance.

Figure 1 shows the block diagram of the proposed methodology, highlighting the complete workflow from image acquisition → pre-processing → feature extraction → obstacle detection → distance estimation → decision-making → vehicle control → navigation → real-time monitoring. This comprehensive methodology ensures the development of a robust, intelligent, and responsive obstacle detection system suitable for autonomous mini cars.

Additional considerations include power management, system latency optimization, and future scalability. The design allows integration with more advanced sensors, cloud-based processing, and reinforcement learning techniques for continuous improvement of navigation and decision-making capabilities.



IV. RESULTS



Fig1. Result-1



Fig2. Result-2



V. CONCLUSION

The Obstacle Detection Car project successfully demonstrates the integration of artificial intelligence, computer vision, and embedded systems to develop a low-cost, real-time autonomous navigation system. Through the use of a camera module and advanced image processing algorithms, the car is capable of detecting and avoiding obstacles in dynamic environments, ensuring safe navigation without human intervention. The project highlights how AI-driven solutions can be applied to practical problems in robotics and autonomous vehicles.

The system effectively captures live video frames of its surroundings and applies pre-processing techniques such as grayscale conversion, noise reduction, and histogram equalization to enhance image quality. Advanced feature extraction methods and object detection models, including Haar Cascade classifiers, YOLO, and Convolutional Neural Networks (CNNs), enable the accurate identification of obstacles, whether stationary or moving. Distance estimation and positional calculations allow the car to make timely decisions, such as stopping, turning, or slowing down, demonstrating adaptive and intelligent navigation behavior.

Sensor fusion plays a key role in enhancing reliability, where ultrasonic or infrared sensors complement the camera input, improving obstacle detection accuracy in low-light or noisy environments. This combination of visual and distance-based sensing ensures the system can operate effectively in real-world conditions, making it more robust and fault-tolerant.

The project provides a comprehensive learning platform for understanding robotics, AI, and embedded system integration. It emphasizes not only theoretical concepts such as machine learning, object detection, and path planning but also practical implementation skills, including hardware interfacing, real-time processing, and control logic development. The car's performance metrics, such as detection accuracy, response time, and navigation efficiency, confirm the effectiveness of the proposed methodology.

This work also demonstrates the importance of modular design and scalability. The system can be enhanced by integrating additional features, such as GPS-based navigation, reinforcement learning for adaptive path optimization, cloud-based computation for complex AI models, and multi-sensor arrays for 360-degree obstacle detection. These improvements can enable the transition from a prototype to fully functional autonomous vehicles or intelligent robotic systems.

In terms of real-world applicability, the Obstacle Detection Car showcases how AI-enabled vehicles can improve safety, reduce human errors, and contribute to intelligent transportation systems. It lays the foundation for research in autonomous robotics, driver-assistance systems, smart delivery robots, and industrial automation, illustrating how low-cost AI solutions can be applied in practical, real-world scenarios.

The project also identifies challenges and limitations, including environmental dependency, hardware constraints, lighting variations, and real-time processing limitations. Addressing these challenges provides insight into optimization strategies such as model compression, improved sensor integration, adaptive thresholding, and energy-efficient processing, which are critical for scaling AI applications in embedded systems.

The Obstacle Detection Car project is a successful implementation of AI-based autonomous navigation, demonstrating the feasibility, efficiency, and reliability of obstacle detection and avoidance in real time. It offers a strong foundation for future enhancements, such as multi-agent coordination, intelligent traffic navigation, and integration with IoT-based smart city infrastructures. This project not only strengthens understanding of machine learning and computer vision principles but also opens up avenues for innovation in autonomous robotics and intelligent transportation systems, highlighting the transformative potential of AI in everyday life.

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