6.111 Goals

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1 Baseline

- Initialize the object to follow by a user interface with the camera input and a cursor on the screen

- Track the centroid and size of the object of interest using color detection

- Display a visual feedback of the tracking system showing which direction the car should move

2 Expected

- Make the car chase the object by loading the camera in the front (Chasing Task)

- Make the car collide with the object by loading the camera on the side (Goal keeping)

3 Stretched

- Make the car follow objects other than spheres

- Track itself using speed encoder

- Calculate real distance of the car and the object