Overview

This is a First-Person-View Remote Control Car. A First-Person-View Remote Control Car allows users to control the car using first-person view. Many children enjoy playing remote control cars during their leisure time, especially if they are new in the field. Remote control cars are a great way for kids to satisfy their appetite for toys. Remote control cars are a great way for kids to satisfy their appetite for toys. However, it is not only children who enjoy playing cars; even adults enjoy it.

Aim and Objectives

We aim to design a First-Person-View remote control car. The First-Person-View Remote Control Car is controlled by a wireless connection between the computer and the car. A racing game can be used as a control program. Players can watch the racing game on a computer monitor. If they are playing with the remote control car, if the racing game is not clear. In a dark room, the LED will be switched on automatically that can solve the problem of the poor lighting.

The Network Architecture

The Network Architecture is shown in the diagram. It is the design of a multi-functional remote control car that can be used for entertainment and education. The network architecture allows users to control the car from a distance. The network architecture is designed to be simple and easy to use.

Interface

Software is divided into two parts: webcam and communication. In the webcam part, a racing image is displayed on a virtual basic window. In the communication part, we use a program, Visual Basic, to control the direction of the car. The user can use the mouse to control the car to move the mouse on the screen, which is on the Virtual Basic window. How it works

We build a program to receive signals from a webcam and the control signals to the car. The program receives the control signals from the computer and then transmits them to the car. The muscles of the arms are used to control the car. However, the program is able to move the car to the desired location with moving location of the car.

Conclusion

The First-Person-View Remote Control Car can be controlled by users using a computer keyboard and mouse. Users can control the car by moving the mouse on the computer screen by a new function of adding a webcam.