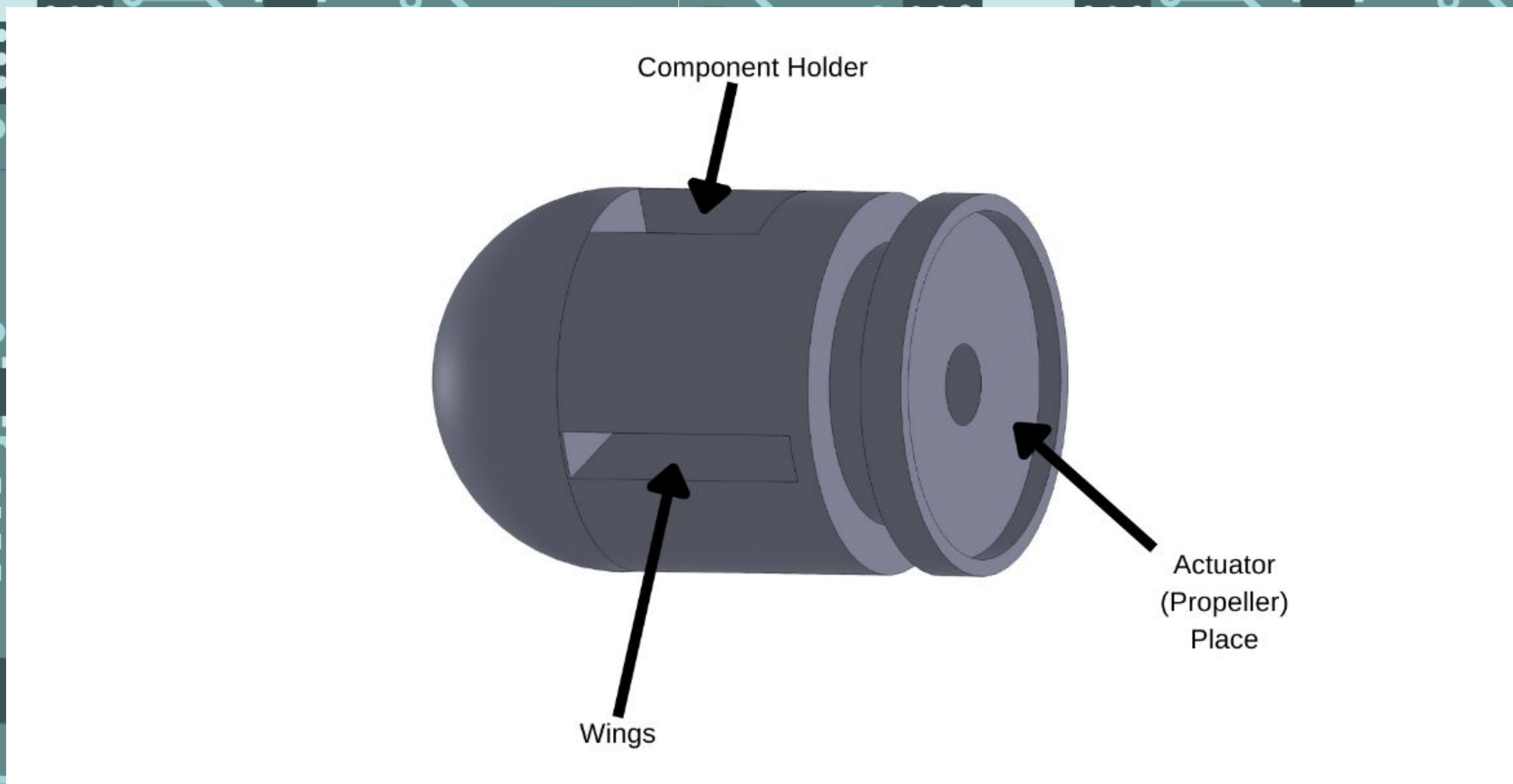


Submersible Exploration Device

Embedded Systems
Design Project II
EGR314 Spring 2026

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An underwater exploration device designed to navigate aquatic environments while detecting and avoiding obstacles in its path. It simultaneously collects and analyzes data on surrounding water conditions, providing valuable insights into the ambient environment

The device has to:

- Measure ambient water pressure and temperature
- Avoid obstacles in its path with Vision Detection Sensor
- Display real-time data of the device such as speed and sensor readings



*QR link is to the
project's web report