2/14 2 hours: review material, project setup, planning & implementation

2/16 2 hours: setup working test project. Wrote down thoughts and set goals for next two dev sessions before release 1.

2/18 5 hours:

I really dove into the project fully today. I was able to make some good progress and am trying hard to not focus too much on implementing a perfect design. I was able to implement a basic alternating pattern where cars are able to move successfully between road segments. I wanted to focus on the simulation aspect in the early stages of the product and did not want to mess with the ui portion. As a result, I found myself working around an increasingly-complex road creation script in the model class. This can obviously be improved with a builder and a few factories.

2/19 5 hours:

I was able to implement the basics of the intersections and lights. Lights transition between the states detailed in the notes. I used enums and was very happy with the extra functionality java provided me. In addition to holding the basic state representation, the enums currently hold a delay setting and the ability to return which direction is currently allowed to pass. The intersections currently are only implemented on East-West roads however. I hope to fix this issue next.

2/20 2 hours:

Worked on mostly the car behavior today. Cars will now no longer pass each other, though there are a few bugs related to passing cars between road segments that I’m still dealing with. The big problem I’m running into is the behavior at intersections.