```
SpawnPattern
    + pattern
    + delay

    currentIndex

    delayCounter

    + SpawnPattern()
    + next()
    + tick()
              -pattern
           Lane
+ speed

    length

    rowIndex

- type
- direction
- tiles
- vehicles
+ Lane()
+ spawnVehicle()
+ generateVehicleType()
+ update()
+ getTiles()
+ getTiles()
+ getVehicles()
+ getType()
+ getDirection()
+ isSafe()
+ hit()
+ hit()
```