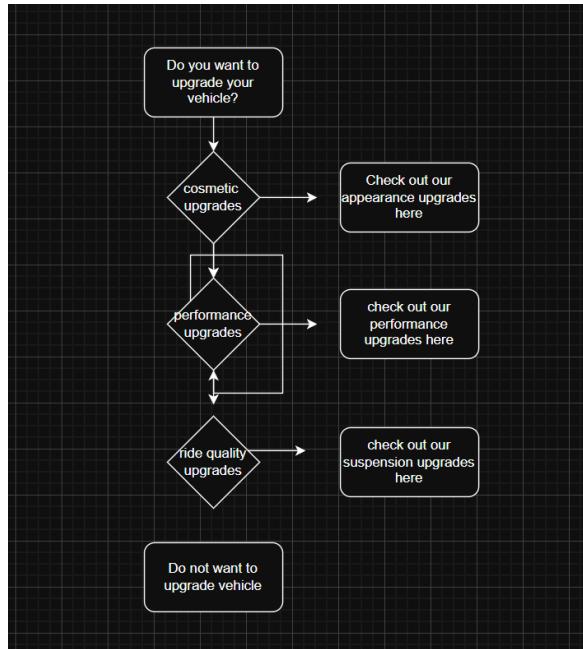


#1

The decision tree that I will implement will have 3 branches of types of upgrades. Cosmetic, performance, and ride quality.

If the user picks cosmetic it will provide them with a appearance upgrades section link, if they pick performance it will bring them to

an engine upgrades link and if they pick ride quality it will bring them to a suspension upgrades link.



2.