Varying the acceleration

(while keeping the following the same: ticks=500, grid-size-x = 3, grid-size-y = 3, num-cars = 50, power? = true, ticks-per-cycle = 20, speed-limit = 1, current-auto? = true, current-phase = 0%)

### TEST 1: Default run (acceleration = 0.099)

A screenshot of a computer

AI-generated content may be incorrect.

### TEST 2: Default run (acceleration = 0.049)

A screenshot of a computer

AI-generated content may be incorrect.

### TEST 3: Default run (acceleration = 0.149)

A screenshot of a computer

AI-generated content may be incorrect.

### TEST 4: Default run (acceleration = 0.199)

A screenshot of a computer

AI-generated content may be incorrect.