MAIN

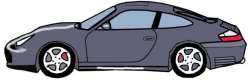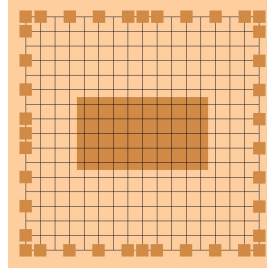**Stoplight:** Subclass for the intersection. Implementation might be tricky

Car: Basically just a game piece that will move around the gameboard as specified. Can make automatic, responding to time ticks on gameboard

Gameboard: This sets up the actual architecture, streets, entrances and exits. Choice: Do we make this static: specific to our needs, or dynamic: set up in the init (harder, but will be easier to change later)

Intersection: Place where two roads meet, I can see a use for them even with a static gameboard given the differences between many

Road: Would probably only make this if we make the gameboard dynamic. If we do, might need a few more small classes

Roundabout: Subclass for the intersection. Implementation might be tricky