

Car

- time : `uint8`
- velocity : `float`
- pos = (x_pos, y_pos) : `std::tuple<float, float>`
- accel-`len` : `float`
- length : `float`
- road-angle : `float`
- turning-angle : `float`
- max_delta_turning-angle : `float`
- ind = (L-ind, R-ind) : `std::tuple<bool, bool>`

floats or doubles?

+ `update_decision()`

abstract

+ `update_position()`

Road

- $\text{road}.delin = (x.\text{start}, x.\text{end}) : \text{set} :: \text{tuple} < \text{Node}, \text{Node} >$
- $\text{lane}_i : \text{set} :: \text{tuple} < \text{Node}, \dots >$ ~~~~~ for 2 lane

