Kennesaw State University

Department of Computer Science

Object Oriented Modeling and Simulation CS4491 Section 2

Project: Object Oriented Traffic Simulation

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The Project:

The project in question was to create an accurate traffic-based simulation involving intersections, roads, and points of interest. What we had to do was think hard about how to simulate traffic accurately in the most simplistic manner that we could think of. At first I thought that we were going to do this project in OOSimL, but then Nick showed me a program someone made that looked a lot like a basic 3D video game simulation along the lines of the Sim City games (or many Sim City influenced games). After seeing the simulation, we then decided to develop the program with a process based simulation engine compared to discrete-event simulation, which the assignments were built upon. To accomplish the development process, we had to draw models and outlines of how real traffic works, and the program was written in C# using Visual Basic and a game engine called Unity 3D Personal Edition. Development time, along with several delays, took us a month to accomplish.

The Modeling:

Before making deployment for our classes, we first had to