1. User must be able to place buildings and roads on the map.

2. Buildings and vehicles must not overlap each other. (collision detection)

3. User must be able to remove buildings. (reset building or road back to empty spot)

4. User saving and loading the simulation map.

5. User must be able to select a building.

6. User configure and overview the information of an object.

7. User changing the weather setting.

8. User setting time frame.

9. Vehicle movement must be done by AI.

10. Traffic light will affect the behavior of the vehicle (vehicles will stop if the traffic light is red).

11. buildings will spawn vehicles

12. Weather will affect the behavior of the vehicle(speed).

13. Random events in the city (Fire, Ambulance etc.)

14. Random events can be generated by user

15. Saving current simulation map.

16. Load saved simulation map.

17. Vehicles will go back to its parent building at night time.