State:-

1. Velocity[0, 50] - kmph
2. Acceleration(?)
3. Position
4. n(cars ahead)
5. n(cars behind)
6. next node
7. next to next node // gives us the direction to turn in
8. Collision Parameters(?)
9. Distance from the middle of the road
10. distance from the previous no

Actions:-

1. Accelerate [0, 1] “w”
2. Reverse [0,1] “s”
3. Turn(left, right) [-1, 1] → (+, -) (“a”, “d”)
4. Brake [0,1] “j”
5. Right indicator {0,1} “>”
6. Left indicator {0,1} “<”
7. Horn {0,1} “lshift ; rshift”
8. Enter a vehicle “f”