

Please try to follow this developing steps. Starting from the basic map, then add up the functionalities one by another ;-)

Single object:

1. Position / Velocity / Acceleration (optional)
➔ Able to move / stop
2. Turn / Decision making
➔ Able to move / stop / turn

Multiple object:

3. Car following / Collision avoidance
➔ Able to move / stop / turn / wait in line
4. Behavior / Overtaking
➔ Able to move / stop / turn / wait in line / driving behavior / overtaking ...
5. Car Types
➔ Able to move / stop / turn / wait in line / driving behavior / overtaking / set size of car / priority of having the way

I suggest to stat an ideal and simple map like below:

