

In the state of New York, the traffic is becoming more complicated with the numbers of cars and the impatient drivers who face long lines and have to worry about being late or accidents that delay them more.

Some cases of accidents can be caused through faulty traffic lights. Now the situations can be solved through a game that can allow someone to direct traffic flows through using the traffic lights. The user can tap the lights to change the colors and regulate the traffic while trying to avoid as few accidents as possible. This game will implement a lot of “If” statements through the use of the traffic lights and the cars on the road. Most of the actions of the game can be done with switch variables that operate the traffic lights. It is all coordinated by the user and there can be a time limit on each traffic light that is red. There will be limits to the game and some scenarios that can almost be realistic. The code in the game is all about switching, choosing which light to switch and to direct the traffic flow all the while not causing accidents and not keeping drivers waiting too long. The limit of the game is if the line of cars reaches to the end of the screen then the game will end because holding up traffic is very unfortunate. The codes will carefully keep the cars moving inside the grid which is the roads of the intersections and the Boolean variables will play a part in the traffic light colors and the cars from moving to a full stop. Levels will vary from easy to hard, the first level will start with a simplistic street with a few intersections, the second will include more intersections and an increasing number of cars, the third level will be a street in New York City where there will be many intersections and more traffic lights.

This game is all about coordination and timing, with the programming of motion and with active functions of this game, it can make for an intellectually challenging app for people to enjoy testing their reflexes and hand/eye coordination.