Vincent Dante-Maniglia Software Development Project Proposal 1/30/17

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 o “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.

The code that is game currently has functions perfectly with the commands being in synch with the actual performance of the game. The cars all move together while on the Y axis of the screen while they obey the brightly colored circle at the top-left of the screen as a real traffic light. When it is red, the code executes the command for the cars to stop, when it is green the cars move again. It will take more time to have all the cars move in different directions along with many other lights for them to obey. The speed of the cars is limited with the get speed values along with the get move north variables so the cars don’t move at extreme speeds and go off the pane. Most of the cars are short rectangles to simulate the size of the cars from a bird’s eye view. The first car that was made is in the color yellow and the other cars are all green.