# An Intelligent Vehicle-Road Agent

This project would focus on vehicle stream consist of hundreds of intelligent vehicles among this city. The environment is a simple random 2D map (it might be accumulated to 3D later) in which there are many roads. The task is to schedule a road which can, through my agent, every of the vehicle would appear any time at the crossing of a boundary and a road, could only follow the roads until it arrives to its random destination of the other random crossing. If agent find the vehicle cannot reach to the destination, it will inform the virtual police remove this vehicle in case it causes a traffic congestion of an entrance of the region. The first phrase is to build a super simple sample and it might be added more functions like a machine learning, advanced algorithm, interaction with the traffic. Finally, it might be relevant with a real data in the city, the road might be 3D because some huge cities have 3D multiple parallel roads, which can divert the vehicle stream with different speed. In my hometown, the traffic jam happens every peak time in the morning and evening, it takes longer time by vehicle than walk.