Problem Specification

We want to create a traffic simulator to simulate traffic flows of vehicles in a city and visualize them. The simulator can be broken down into two parts: the actual simulation algorithms for vehicles, and an user interface to create, modify, save and load a city and its traffics to run with the algorithms.

Problem Decomposition (UML Diagrams)

There will be two UML diagrams addressing simulation and user interface respectively. Please refer to the actual UML files in design folder.