Tried different variations of methods to generate roads and intersections.

1. Make a grid, geocode the coordinates, and make a list of unique roads. List of intersection objects with information about paths to other intersections is made. Failed because of geocoding limits to 10 requests per second after creation of grid in a circle around two test places. There were approximately 2400 points to be geocoded. Since the shortest route is relatively short (~7.7 miles, 9 minutes), it would be unfeasible for even short routes. Sayari Ghosh originally supported this idea, or some variant on in.
2. Make a circle, and generate a route in a star shape around the circle. Use the data from road names in the routes to make a list of unique road names. Make a list of intersections like the first idea. The problem with this approach is that the roads are not very diverse to begin with, and also have a large number of useless roads, since the via points in the generation tend to not be on non-side roads.
3. Variation on second idea, with making an “X” shape on the circumference of the circle. Attempted to make road options more relevant to a direct route.
4. Variation on second idea, with via points perpendicular to the line between origin on destination. Had similar results to third idea.

Best solution is probably a variant