Grid

Dict cars   key=int
Dict nodes   key=int   Contains Lights
Dict edges   key=tuple   Contains Roads
               Elements of tuple are start/end points of the edge

Light (node)

List colors   List of colors (red, yellow, green) for light
                  Length 2: one color for each direction light faces
Int timer   Number of time steps between light changes
Int counter   Current count, between 0 and timer
Int weight   Preference to be given to light
                  Used during random path generation for Cars

Car

Tuple edge   Edge car is located on
Int lane   Index of lane on current edge
Float position Current position on edge
Float speed   Speed in units/time step
Float radius   Size of car for collision calculations
Float accel   Max acceleration in units/time step^2
List path   Sequence of node indices to travel to
Int path_idx   Current node index on path
Dict trip_report   Reports for each edge traveled on
        Int time   Time spend on edge
        Float avg_speed   Average speed while on edge
        Int time_stopped   Time spent not moving on edge
String color   Color of car in visualization

Road (edge)

Float length   The length of the road in units
Float maxspeed   Speed limit in units/time step
Int lanes   Number of lanes in road
List cars   List of keys into Grid.cars
            Represents the cars currently on that edge
            Can compute avg_speed of cars on edge using this
Int light_idx   light[colors] index controlling edge flow