

- Map Functionality:
 - Vehicles overlaid on a map
 - The map must be able to display roads and street names
 - The vehicles must vary in colour depending on the speed at which they are going
- Server Functionality:
 - Receive data from the servers
 - Data will consist of individual vehicles and their speeds
 - This will happen periodically
 - In between data pickups the cars will move on their own according to their last known speed
 - At a new data pick up the vehicles should go to their “correct” positions
 - All the data read from the server should be stored in an SQL database
 - When the user clicks two nodes it will also display a graph that will display the travel times for each weekday and make a corresponding table out of the data (travel time will get data every 3 minutes)
 - We will have to be able to export this data into a comma-delimited file that can be imported into a spread sheet
- User Interaction:
 - The user should be able to select two nodes (or three) via a dialogue and receive the time it would take to travel between the two spots
 - Along with this it should draw said route on the map
 - User can also click an option to view estimated travel times throughout the day based on database info to determine best time of day for travel
 - The user should be able to zoom into and out of the page and have the cars move with the map
 - When zoomed in the user should be able to pan around the map
- Additional Specifications: (Pick one)
 - First Choice: Allow you to choose a time you are going to leave and show the best path based off of that information
 - These points will be intersections/exits on the freeways
 - You can choose the best choice by amount of time, shortest physical distance, or avoiding highways
 - Show what the traffic snapshot at that time on a map based on that time chosen
 - You can also choose a middle point to stop at a place for a certain amount of time (10 minutes for example) then continue on your way

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Deleted: Second Choice: Make it so you can click on a car and it will show 2-3 alternate routes and the time it would take on those [1]

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