

1. What is your team name?

[on-the-road-again](#)

2. Who's in the group?

- Andrew Crofts
- Ben Duchild
- Liam Strand

3. What's the project?

Intersection simulator :

A program that simulates the behavior of pedestrians and drivers at an intersection (such as the Halligan intersection) in order to shed light on efficient rules of engagement and other trends.

4. What's the minimum/maximum deliverable?

Minimum deliverable:

- Working simulation of cars and pedestrians in the College Ave/Boston Ave intersection

Maximum Deliverable:

- Generalized intersection simulation (you provide intersection design we simulate)

5. What's your first step?

- plan representation/data structures

6. What's the biggest problem you foresee or question you need to answer to get started?

- performance (rpc could be a bottleneck)
- representing the intentions of the simulated players
- allowing for deviations from expected behavior and having players react appropriately