

# Traffic Simulator

Martin Blom      Felix Jönsson      Hannes Kaulio      Arvid Nyberg  
                 Marcus Schagerberg      Jakob Windt

2023-01-20

Bachelors Thesis  
*Computer engineering and IT*  
Chalmers University of Technology

Contents

|          |                     |          |
|----------|---------------------|----------|
| <b>1</b> | <b>Introduction</b> | <b>3</b> |
|          | <b>Appendix</b>     | <b>3</b> |
| <b>A</b> | <b>Appendix 1</b>   | <b>3</b> |
| <b>B</b> | <b>Appendix 2</b>   | <b>3</b> |

## Glossary

**Unity**, Software used for game development

**TCP**, Transmission Control Protocol

# 1 Introduction

Placeholder introduction

Read the MOP book [\[1\]](#)

## References

- [1] R. Johansson, *Maskinorienterad programmering med MD407*. Roger Johansson och Göteborgs Mikrovaror, 2020.

## Appendix

### A Appendix 1



Figure 1: Unity logo

### B Appendix 2

This is where we will place appendix 2