

TrafficLight
+ positionX: float
+ positionY: float
+ positionZ: float
+ sizeX: float
+ sizeY: float
+ sizeZ: float
+ rotateY: float
+ kill(): void
+ rotateX: float

Car
+ color: hex
+ sizeX: float
+ sizeY: float
+ sizeZ: float
+ positionX: float
+ positionY: float
+ positionZ: float
+ rotateY: float
+ kill(): void

Model
+ cars: Car[]
+ trafficLights: TrafficLight[]
+ setup(): void

Car
+ position: float[3] + speed: float[3]
+ setup(): void + move(float[3]): float + stop(): float

Traffic Light
+ state: int + timeRemaining: int
+ setup(): void + changeState(): void + stop(): float

