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

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

