The Sites will hold their roads in an ArrayList since we are almost always searching through all of them and we want to minimize overhead.

The Sites will be stored by the map in both a TreeSet (to order them) and a hash table to more quickly access them.

Together, this forms a graph of sites as nodes and roads as links because this is the best mathematical framework to think about road networks.

The nodes store all the data necessary for cost heuristics based on expected distance, time, and historicalness. The time and distance information can be the same because walking speed is fairly constant regardless of the quality of road.