Dear professor, these are my ideas for the project (these got a some AI help). At the moment, I only have 2 and I’m trying to think more

**F1 Race Strategy Simulator**

* **Description**: A web application where users can simulate different F1 race strategies. The app would allow users to select weather conditions, track types, tire strategies, and car performance metrics. Using AI and machine learning to predict the success of different strategies based on historical race data and simulation algorithms.
* **Features**:
  + Dynamic weather and track conditions simulation
  + Tire degradation models (soft, medium, hard, inters)
  + Predictive AI models for lap times and pit stops based on input data
  + Predictive race outcomes using historical race data
  + Optimization algorithms suggest best pit-stop strategies.

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**F1 Track Analysis and Simulation Tool**

* **Description**: a web app where users can explore different F1 circuits and analyze car performance at specific tracks. Users can input their car setup and simulate lap times using AI models trained on previous lap data.
* **Features**:
  + Interactive track maps with detailed sections (corners, straights, etc.)
  + AI models that simulate car performance on specific tracks based on the user's input (e.g., downforce, tire selection)
  + Circuit analytics: lap times, fastest sectors, and optimal car setup
  + Use machine learning to predict lap times based on user inputs and track characteristics.
  + Real-time simulation engine that adjusts based on changing conditions like tire degradation, fuel load, and weather.