

Daily Log

Tuesday February 18

I watched a few videos that described OpenStreetMap's features.

Thursday February 20

I looked into the use of MapBox. It seems to be a good backup in case I run into difficulties with OpenStreetMap.

Monday February 24

Absent.

Tuesday February 25

I watched videos that described how to download OpenStreetMap data. However, I'm still not completely sure how to/if I will use OpenStreetMap for my real-world maps.

Thursday February 27

I began to test my program on larger simulations that involve higher numbers of cars, roads, and vertices.

Timeline

Date		Goal	Met
1/20/20 2/2/20	-	Test varying percentages of DTD population	Yes
2/3/20 2/16/20	-	Visualize input data on web server without running the program	Yes
2/17/20 3/1/20	-	Research how to import real maps from OpenStreetMap	Partially, still need a lot more research to use the OpenStreetMap API
3/2/20 3/8/20	-	Create larger maps that account for more scenarios	
3/9/20 3/15/20	-	Depending on the previous week's results, make adjustments in program to allow larger maps to run efficiently	

Reflection

This week, I researched methods to import real world maps and convert them into usable map files for my simulation program. This would let me demonstrate the effectiveness of my program in the real world. After our discussion, I have decided to change the next goal of my project from importing real world maps to testing larger, fictional maps. This makes sense since I should ensure that my simulation works for larger maps before I start importing real world maps.