

The aim of the project is application simulating road traffic in town and driver's behaviour in it. User is able to build roads and buildings (houses, factories, shops, etc). Application output is driver's movement in town built by user. There are two types of crossroads: with main road and with traffic lights. Traffic lights are programmable by user in way to enable creation of green waves. Every driver performs his movement through the city based on pre-set strategy; these are several types (i.e. driver using the shortest path at every circumstances, driver, who bases his decisions on momentary situation etc.) One of project's ideas is enabling user to compare effectiveness of particular strategies in road network he will build.