The purpose of the game is to

Future

With an infinite amount of time and an infinite number of monkeys typing code, I envision this game to evolve into a complete . Similar to the old-school style of Super Mario Brothers, each “world” would represent a different part of the course. Activities/games would be created within the train theme to teach and exercise each element of the course.

The complete game map would include a stop at each of the activities and players would work their way to the final destination. The ultimate goal is that the player would experience a complete design process where each achievement would link together to become a final design. After each station, a car could be added to the train to represent the chunk of the design that was complete.