To start with I developed the card drawing system, it’s an atomic aspect to the game. Meaning, it’s completely necessary for every other aspect to work and at the same time it stands by itself. So the game will start out as a simple card drawing simulator. Players will take it in turns to draw train cards to their hands. Once this is complete the rest of the game will use this system to work.

To begin with I know how many cards are in the deck in total, it begins at 45, there are 12 cards of each colour and 15 rainbow trains. Knowing this I can use a roulette selection as would be used in a GA to decide what train cards are drawn when drawing blind. This bypasses the need to shuffle the deck and represent each card in a particular order, which is unnecessary as the order the cards are in will never come into play and the blind draw is effectively random.