Project Title: Highway Driving Lesson

I will design and develop a program called Highway Driving Lesson that can be used to teach drivers how to drive on the highway appropriately. The primary concept introduced is "Keep Right, Pass Left," a fundamental principle of safe and efficient driving. However, when overlooked, it can cause unnecessary traffic. This program will be helpful in private driver education courses, public DMV offices, and whoever else wishes to teach drivers a better way to drive on highways or interstates. While it may appear like a simple video game, its true purpose is to be a learning tool. Highway Driving Lesson will teach drivers important concepts and reinforce the knowledge learned by keeping score of successful attempts.

The program will be built using the Python language and the Pygame library. I will be repurposing the existing game "Racing Game (<https://github.com/vyahello/racing-game/tree/master>)" to fit my needs for this project. The game I will reference will be heavily manipulated and changed since I will only use it as a simple foundation to build.