The subject of this work is to implement the game conceived as an interactive physical environment in which a user creates a virtual world in hierarchical two-dimensional space by inserting, moving and connecting objects. However, the world, or his parts, also represents the syntax of a program. This is achieved mainly because the game includes different kinds of objects called functions, which occupy the same role, as a function in classic programming languages. The program also includes active agents controlled by an internal program, which is made up of these functions.