For this week As I explained last week we used classes that already existed, only modifying them internally so that they work differently despite being the same class. We used for our program this week classes from the snake game which we modified internally so that it works differently from the one that already works, an example was that we used the actor class that creates a snake so that it can create 2 bikes for this week's game. that is, the same class but with the fact that it acts differently creating two bicycles but being a single class