As I mentioned in the last assignment on how we would use the RFK code the last week, we put it into practice in this week's code as a group, as we use the actor class to refer to the legacy rfk program, where we use its attributes and functions to set the position and speed that the player has, we also use it for the positioning and movement of the robot. We also use the point class to be able to establish the score that the robot would have when grabbing the gems and that way we can have the game.