Well probably first and foremost to be mentioned is the fact that I wasn’t even able to get the code to load in a default browser which would suggest that there is something wrong in the code. The AI also used some terms in its script which I haven’t seen before in my time in coding one such as offset. I think this was its way of trying to get the shapes of its choice because I told it a few of the shapes to move randomly. Whereas in mine I used a random number and math generator along with some if statements to make sure it stayed on the screen to make the shapes move. Something that me and the AI did exactly the same except for the AI using text alignment is how we got the placement of my name in the bottom right hand corner. We both just subtracted some value of a number from the width and height. As I mentioned before the code wouldn’t load so I was unable to see similarities and differences in the physical forms of the pieces but if I had to guess I think they would be similar yes but probably more different. The AI also chose to make the lettuce move whereas I chose for the buns to be the objects to move. Again as was the case the last time the AI made this it decided to have more than one kind shape in its design. Whereas mine other than the sesame seeds which are circles stuck to the ellipses. I think the failure in the code took place in the movement aspect that the AI attempted to use but I definitely could be wrong in that thought.

P.S. I wanted to make the sesame seeds stay on the buns but couldn’t remember how to keep an object on the canvas after creating it with the mouse.