For my moving pizza, I made the random movement by getting rid of my noLoop() function at the beginning to cause my pepperonis and chicken pieces to rapidly flail around the screen randomly, and I simply used mouseDragged() to make the rest of the pizza move whenever you drag your mouse.

For the ChatGPT moving pasta, it opted to use both keyboard and mouse presses to do the same thing, and that was simply to move the pasta bits around to a random spot and then continue with the random vibrating.

I think the ChatGPT pasta takes a different route than I do, with a more “simple” interaction with the pasta, while I made my pizza slightly more interactive by allowing you to drag the pizza away and around the toppings.