

In my project, I got the orange to move randomly at a random speed depending on the refresh button. My lemon can move by using the WASD keys. I added my name, a title, and small directions, letting the user know they can move the lemon.

I asked ChatGTP to create a food and make it have random movement. It first wrote a code that wasn't compatible with P5.js. I had to ask it to rewrite it and told it to make a new food. It made a donut that floats around the page at random speeds. An interesting thing I noticed when asking ChatGTP to create foods is that everything it drew was really small on the canvas.

A difference was that ChatGTP used an expression called "let". To my knowledge, I don't remember using let in any of my code. This line:

```
donut = createDonut(random(width), random(height));
```

Was so the donut would be placed at a different location at each restart. My orange is different because it starts in the same position each time.

It also used

```
fill(donut.color);
```

To color the donut drawing from the function called "create donut". I did not have a separate function for each of my foods but I would assume this would be handy if I wanted to create more elaborate code using each fruit.