

For this final project, I used ChatGPT to:

- To implement threads in the GameEngine.java and the run methods
- To create Javadoc for all the files
- To help create the shared resources
- To ensure my project fulfilled the requirements of the project guidelines
- To create the [Readme.md](#)

I verified all of its output by reading and correcting code as needed. I judged the outputs based on the preexisting code I created and added the code generated as needed.