Throughout my time writing and generating my code, I had my highs and lows configuring it. I first started with the idea to make a single player, shooting target game because I thought it would be fun. As time adjusted, I made many changes and features added to my code, and I quickly grew to 500 lines of code. I decided to integrate key features I thought were necessary, as well as ones I thought were cool, such as apples that randomly fly up giving health and stamina. Although a simple game, I learned that sometimes even the simplest looking game can have very tedious code. I kept on adding to my game and started to like working on it, constantly trying to improve it. There was a slope where my chatbot kept giving me error-ridden code, but I simply kept having him fix, while pointing out errors, like the uncaught reference errors that kept popping up. There were times I was frustrated with my chatbot, as they kept doing what I didn't want them to do, but they eventually figured out what I wanted after supplying them with old versions of code, and simply asking them to add features to that one. Overall, my time working on creating my final game was fun, creatively challenging, and a great experience.