Since the prototype was created in Week 8, many features were changed, such as the addition of multiple sharks to the map, extensions of the map, sharks being confined to vertical and horizontal movement, a new play again button, new images, and an engine sound that was improved upon for the boat. Some minor changes in the game, however, were things such as changing the shape of a boat to resemble a hull and a nicer font toward the background. These images of “You Win” and “Try Again” are also centered in the game, instead of showing up in the bottom corner, as well as a sinking animation. Some challenges or unexpected discoveries, however, were the difficulties in producing multiple sounds on command, as the movement keybinds were all programmed into one sound, as more than four is a complicated programming task to trigger the sound to activate, as I wanted to create a horn. However, this was the main challenge that I was not able to overcome with AI. Speaking of AI, though, AI was used in this process in order to help with the programming aspect of stylistically using HTML, JavaScript, and CSS in order to create a good game that I had used growing up. Unfortunately, as I had asked ChatGPT to use more reason in its responses, it was not easy to use it, as OpenAI had started to cap ChatGPT to 4-7 responses using the Reason Feature. Due to this, ChatGPT was slow, but had good amounts of code that exceeded in its functionality. As AI is being developed, it is a good tool to use in order to help with creating code for games, and I will plan to use this tool more in the future.