Notes:

* TA explained requirements
* Katie talked about plan for dividing up tasks
  + Focus on AI first
  + Maybe add sound affects and other custom effects
  + Kundana is our PM & everyone else is a developer
  + After you win/lose, restart the game
  + Katie will do medium AI
  + We debated how to even implement the AI functions, trying to determine what would work best. Drew on a whiteboard to get on the same page.
    - We decided on three modes for AI: Interactive (Turn for AI and human), and Auto (Only AI), and Solo (Only human)
    - We decided on logic, shown in picture.
  + Vi will do hard AI
  + Christina will do easy AI