# Meeting Agenda

## Week 7

## What we have done:

* Added new Easy AI option in GameController.cs
* Added Easy AI feature to the game
* Fixed the cursor in DeploymentController.cs
* Did a new iteration in HighScoreController.cs
* Added missing file (siren.wav)
* Changed AI option

## What we will do:

* Individually doing unit test
* Stand up meeting (2 screenshots from Slack)
* Unit testing understanding (2 paragraphs)
* Screenshot of testing successfully