

## *Week 2*

This week I researched unit testing that I could use in my project. I additionally created a separate “määrittelydokumentti” and removed “määrittelydokumentti” elements from my project’s README.

I used approximately thirty minutes for this.

I did not encounter any particular difficulties.

Next week I will finish programming the base game and start implementing the minimax algorithm. I will also start unit testing as needed.