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bool operator==(const Position &other)	Allows for operation '==' to be used on class objects for 'Position' class
Player(const std::string name, const bool is_human);	Constructor for player object with name and is_human parameters
std::string get_name() const {return name_; }	Getter for the private name value
int get_points() const {return points_; }	Getter for the private points value
Position get_position() const {return pos_; }	Getter for the private position value
bool is_human() const {return is_human_; }	Reports a bool value if identified person is a human
std::string SquareTypeStringify(SquareType sq);	Turns square object into string version
int get_rows() const {return 4; }	Returns null value of 4 for row size
int get_cols() const {return 4; }	Returns null value of 4 for col size