```c
1    #include "decl.h"
2    #include <stdio.h>
3    #include <stdlib.h>
4    #include <string.h>
5
6    /**
7     * Allocates a new PlayerInfo struct and assigns fields
8     * @param name The player's name
9     * @param date The current date
10    * @param gen The number of generations
11    * @return a new PlayerInfo struct
12    */
13   struct PlayerInfo *createPlayerInfo(char *name, char *date, int gen)
14   {
15       struct PlayerInfo *info = malloc(sizeof *info);
16       info->name = name;
17       info->date = date;
18       info->numGenerations = gen;
19       return info;
20   }
21
22   /**
23    *  Prompts the player to enter pertinent info
24    */
25   void playerInfo()
26   {
27       char name[BUFFER_SIZE], date[BUFFER_SIZE], numBuffer[BUFFER_SIZE];
28       int numGenerations = 0;
29       bool isValid = FALSE;
30
31       printf("Enter Your Name >> ");
32       gets(name);
33
34       printf("Enter Today's Date >> ");
35       scanf("%s", date);
36
37       printf("Enter The Desired Number of Generations >> ");
38       scanf("%s", numBuffer);
39       isValid = sscanf(numBuffer, "%d", &numGenerations);
40
41       /*Prompt the user for valid input if necesssary*/
42       while (!isValid) {
43           printf("Please enter a valid Integer >> ");
44           scanf("%s", numBuffer);
45           isValid = sscanf(numBuffer, "%d", &numGenerations);
46       }
47
48       struct PlayerInfo *info = createPlayerInfo(name, date, numGenerations);
49       boardInitialization(info);
50       readPlayersInformation(info);
51   }
```