```c
/**
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 * Program Description: This program simulates Conway's Game of Life, which is a
 * cellular automata, inside the console. The user is prompted for their name,
 * today's date, and the number of generations they would like to see. Their data
 * is then recorded in summary.txt and displayed to subsequent players.
 * If a player chooses to view more generations, the information in the struct
 * will be updated accordingly.
 */
#include <stdio.h>
#include <stdlib.h>
#include "decl.h"

/*Clears the input buffer*/
static void clearBuffer()
{
    int c = 0;
    /*Read in any characters (if any) left in the input buffer*/
    while ((c = getchar()) != '\n' && c != EOF);
}
/*Program Entry Point*/
int main()
{
    playerInfo();
    clearBuffer();
    printf("Press Enter to Exit...");
    getchar();
    return 0;
}
```