```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"

/*Program Entry Point*/
int main()
{
    playerInfo();
    return 0;
}
```