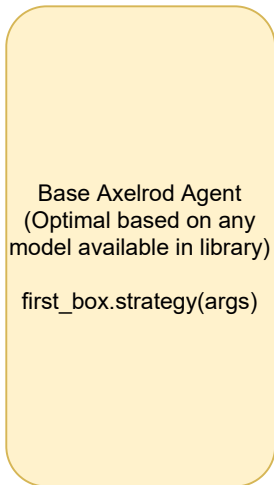
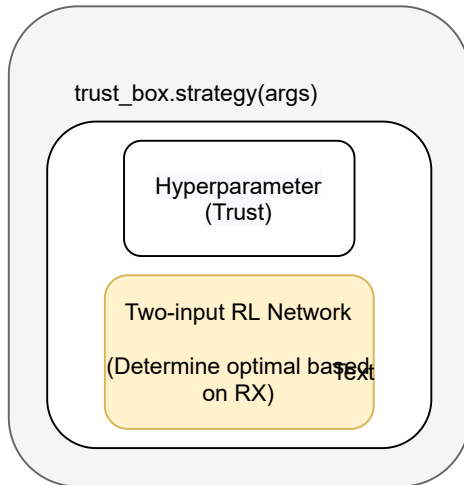


CommunicatingPlayer::axl.Player

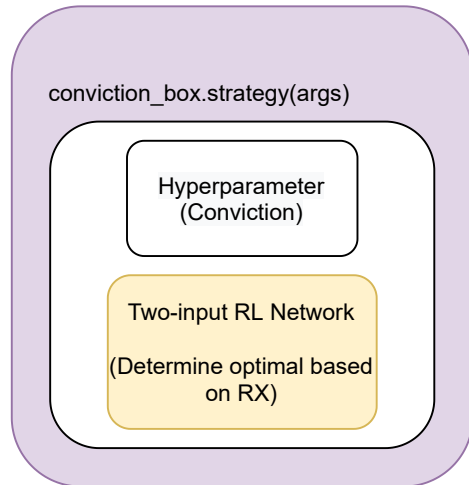
axl.Player (direct from lib)



trust_box::axl.Player



conviction_box::axl.Player



CommunicatingPlayer.strategy(args)

//Not included: communicating with opponent, managing state/reward distribution/translation, etc.

```
first_action = first_block.strategy(args)
message = generate_intent(first_action)
trust = trust_box.strategy(received_message,args)
decision = conviction_box(first_action,trust,args)
return decision
```