Memorandum

To: Overlord Founder of our Precious Startup
From: San Lee & Christian Luciano
Date: 10/10/18
Title: 2.1 - Updated Interface Design for Other Team's Player Spec

As we developed the player module given another team's player specifications, we found that the interface needed to be edited to better fit our goal. There were two parts that we decided to edit.

1. DeclareNumber(int number) ---> DeclareNumber()
   Since the player's input is a JSON containing the operation name and any potential arguments, we decided that DeclareNumber should not take a number as an argument. If it took a number as an argument, it would imply that the admin passed a number to the player, meaning that the admin picked a number for the player.
2. RunCommand(JObject json); **Added**
   Since the player's input is a JSON containing the operation name, we needed a way to run different player methods depending on the JSON operation name the player receives. To simplify this, we decided to create a function with switch cases that would call the different methods depending on the parsed JObject.