Interface Design

<u>Player Needs</u>
- Should be able to select a number between 1 and 10. If the given number is outside the given range, let the user pick again.
- Should be able to "talk" to the admin
    - Read and display the message from the admin asking whether the user wants to change the card or not
    - Send a yes or no response for the card change
- Should be able to read/see the admin card
- Should be able to compare the value of cards and decide the winner
- Should be able to choose to play another or quit

<u>Proposed Player Module Functionalities</u>
int playerPickNumber(int number)
1. Called at the beginning of the game by administrator
2. Prompts player to pick an integer between 1 and 10 (inclusive). If number is out of range or is an invalid input such as a string, float, array, or object, the function returns an error and prompts player to repick.
3. Updates playerNumber to reflect the player's chosen number.
4. Returns the player's picked integer to the administrator.

bool playerCardSwap()
1. Prompts player to choose whether they would like to pick the card proposed by the administrator.
2. If the player wants to take the card, the function returns True; player and administrator swaps card.
3. If the player wants to keep their picked number, the function returns False; player and administrator swaps card.

bool playerCheckIsWinner(int number)
1. Administrator's number is passed into the function
2. Player evaluates whether the player's number is larger than the administrator's number
3. Returns True if the player's number is larger than the administrator's.
4. Returns False if the player's number is smaller than the administrator's.

void playAgain()
1. Player is prompted to play another game
2. If yes, the game should restart, if not the game should terminate.

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