Memorandum

To: Overlord Founder of our Precious Startup
From: San Lee & Christian Luciano
Date: 10/10/18
Title: 2.2 - Updated Interface Design for Our Player Spec

As we developed the admin module given another our first assignment's player specifications, we found that our interfaces were missing functionality or needed to be edited to better fit our goal. There were 4 parts that we decided to edit.

1. playerPickNumber(int number) ---> playerPickNumber()
   We decided that this function would not need to take a number as an argument for now, since, for testing purposes, we could hardcode the player's number.

2. playerCardSwap()
   We decided that this method would return the boolean to STDOUT. We decided that the admin would handle the booleans that dictate whether the player has switched a card or not. So, instead of switching the values of the player and admin in this step, only the players *decision* is passed to the admin. The admin will keep track of the decision.

3. playerCheckIsWinner() -----> isPlayerWinner()
   We changed the name of this function to be clearer on what the function actually returns, in this case a boolean.

4. playAgain() -----> Removed
   We **removed** this function from the player side. Since the player is not the one administering the game, the administrator should be the one who prompts whether a player would like to play again or not.