* Player
  + Summary:
    - This is the class that contains all the possible actions a player can do when it is a player’s turn. It incorporates a view and controller part when interacting with the server this is because all the calculations & updates are done in the server class.
  + Fields:
    - - Bool AI
      * Specifies if the player is AI controlled or not.
    - - Interpreter interp
      * Specifies the interpreter with unique scripts, if the player is not AI this parameter will be null.
    - <List> interpreters
      * ?????
    - <List> mailboxes
      * ?????
  + Methods:
    - + isAI()
      * Summary: Checks if player is human or AI.
      * Pre conditions: None
      * Post conditions: Returns true if AI is true and false otherwise.
    - - move()
      * Summary: Sends a request to the server to move the current robot to another tile.
      * Pre conditions: The player has at least 1 robot that is alive.
      * Post conditions: The tank has been moved to a new tile and has it’s remaining movement points updated and the player’s corresponding playerStats is updated.
    - - fire()
      * Summary: Sends a request to the server to attack a tile.
      * Pre conditions: The player has at least 1 robot that is alive & has also not attacked this turn.
      * Post conditions: The robot fires onto the specified square and the player is unable to fire for the rest of the turn. The attacker and recipient both have their corresponding playerStats is updated.
    - - endTurn()
      * Summary: Signals the server that the player has ended their turn.
      * Pre conditions: none
      * Post conditions: The server transitions to the next player in the turn queue.
    - + isAI()
      * Summary: Checks if the player is AI controlled.
      * Pre conditions: None
      * Post conditions: Returns true if the player is AI and false if it is human controlled.
    - + alHeardSomething() ????
      * Summary: ???
      * Pre conditions:
      * Post conditions: