To: Overlord Founder of our Precious Startup
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Title: Implementing Another Team's Player Interface

We made the decision to change the Player Interface given to us. We list the original specification below:

```
Player.Declare() -> "Returns an integer between 1 and 10." We need a
way of polling the player for a number between 1 and 10. On the admin
side, we will store this as the playerNum.

Player.Swap(int playerNum, int adminNum) -> "Returns a boolean True
or False, True if the players wants to swap playNum with adminNum,
False if the player wants to keep playerNum.

Player.Restart() -> "Returns void, resets the game to the starting
state" -> We need a way of polling the player to know if they want to
play again implemented. You can also do any cleanup for restarting
the game here if necessary.

Player.Exit() -> "Returns void, exits the session" -> If the player
does not want to restart, we need to poll if they want to exit the
game. If there is any cleanup needed for ending the game, you can
also do it here.
```

First, we removed any interfaces that were not core to the player functionality. These included the Player.Restart() and Player.Exit() functions.

Second, regarding the Player.Swap() function, we changed the function signature to exclude any input parameters. One reason to remove the input parameters playerNum and adminNum is In the game, the Player should not know about the adminNumber prior to making their decision to swap.