

Overlord Founder of our Precious Startup's Game

Player Module Specifications

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.