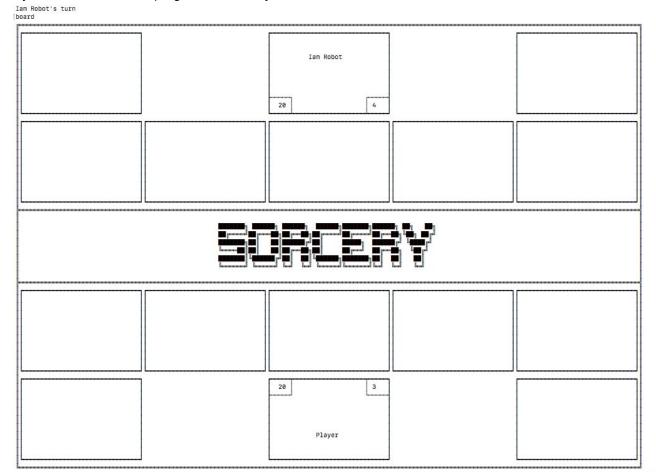
Demo

This demo will show how to use the program "sorcery". This will include the details on how to play the game along with images of sample commands and their effects.

```
First, when the program start, it will ask for the players' name:
[z335wu@ubuntu1804-002:~/cs246/project/sorcery$ ./sorcery
Player 1: Iam Robot
Player 2:
If the user enter without typing, the program will asks for the name again:
z335wu@ubuntu1804-008:~/cs246/project/sorcery$ ./sorcery
Player 1: Iam Robot
Player 2:
Player 2:
Until you give the name of the player.
z335wu@ubuntu1804-002:~/cs246/project/sorcery$ ./sorcery
Player 1: Iam Robot
Player 2:
Player 2: Player
Iam Robot's turn
The program will indicate whose turn it is, and you can give various commands. If you want to see
what commands are available, type "help":
Iam Robot's turn
```

```
Iam Robot's turn
help
Commands: help -- Display this message.
    end -- End the current player's turn.
    quit -- End the game.
    attack minion other-minion -- Orders minion to attack other-minion.
    attack minion -- Orders minion to attack the opponent.
    play card [target-player target-card] -- Play card, optionally targeting target-card owned by target-player.
    use minion [target-player target-card] -- Use minion's special ability, optionally targeting target-card owned by target-player.
    inspect minion -- View a minion's card and all enchantments on that minion.
    hand -- Describe all cards in your hand.
    board -- Describe all cards on the board.
```

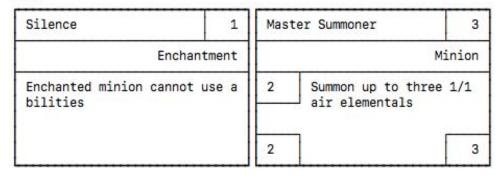
If you enter "board", the program will show you the interface for the board:



Each player starts with 3 magic, and the maximum magic will increase at the beginning of turn for each player. Each player will also start with 20 health. In the board, you can see the health "20" on the left side for each player.

The hand command will show the the all the card currently in the hand:

Iam Robot's turn hand



There can be a maximum of 5 cards in hand, if at the beginning of the term, the user has 5 cards, no more card is going to be drawn, and the following message will appear to remind the user:

Your hand is full, a card was not drawn. Iam Robot's turn Silence Raise Dead 1 1 Air Elemental Master Summoner 3 Recharge 0 Enchantment Minion Spell Spel1 Minion Resurrect the top minion in y our graveyard and set its def ence to 1 Summon up to three 1/1 air elementals Enchanted minion cannot use a bilities Your ritual gains 3 charges 3 1

The user can use "play" commands with index (1 to 5), depending on what the card is the user may be required to enter extra indexes. If the card you want to play is a "Minion":

Iam Robot's turn

Unsummon	1	Silence	1	Aura	of Power	1	Fire Elemental	2	Earth Elemental	3
Spell		Enchantment		Ritual			Minion		Minion	
Return target minion to its o wner's hand		Enchanted minion can bilities				Whenever an opponent's minion enters play, deal 1 damage t o it				
						4	2	2	4	4

It is in the 5th position, so type the command "play 2", the Minion "Earth Elemental" will be deployed on the field. The user can check the field to see the minion:

Tan Robot to turn
play 5
Tan Robot to Turn
toors

Tan Robot

Tan R

After using the card, it will be removed from the hand:

Iam Robot's turn

Unsummon	1	Silence	1	Aura of Power		1	Fire Elemental	2
	Spell	E	nchantment			Ritual		Minion
Return target minion to its o wner's hand		Enchanted minion ca bilities	nnot use a	1	Whenever a minion s play under your ol, it gains +1/+:	contr	Whenever an opponent enters play, deal 1 o it	
	1					4	2	2

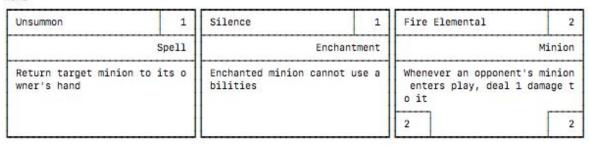
If the card you want to play is a "Ritual", in the sample, the ritual is in the 3rd position, so type "play 3":

Iam Robot's turn play 3 Iam Robot's turn board

Aura of Power 1		
Ritual	Iam Robot	
1 Whenever a minion enter		
s play under your contr ol, it gains +1/+1		
4	28 4	
Earth Elemental 3		
Minion		
4		
	L	
	28 7	
	Li	
	Player	
L		<u> </u>

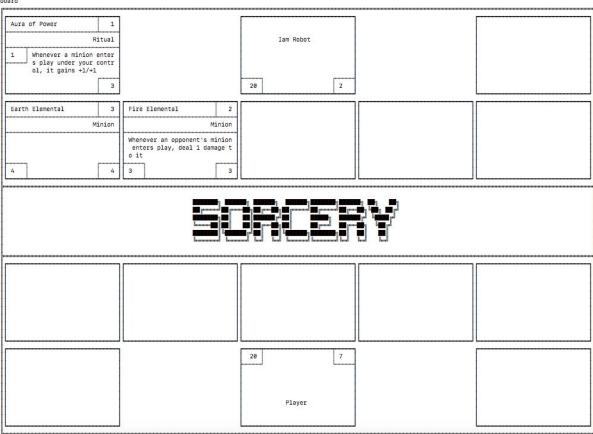
And the Ritual will be on the board. For this ritual, it will be triggered whenever a minion enters under the user's control, and it will cost one counter out of the 4 counters the ritual has. If a minion enters like the "Fire Elemental" in 3rd position in hand:

Iam Robot's turn hand



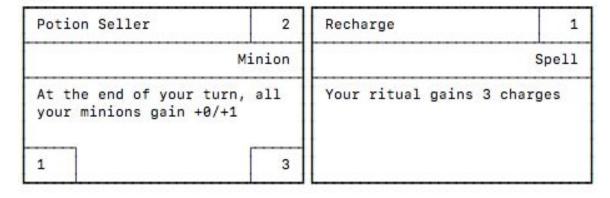
After playing the "Fire Elemental", its attack and defence both increase by 1 under the effect of the ritual. Since the ritual is triggered and used, the counter, that the ritual has, is reduced by 1 to 3, and when it reaches 0, it will be removed from the board.

Iam Robot's turn play 3 Iam Robot's turn board

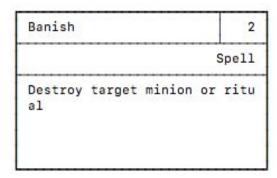


If the card you want to play is a "Spell", there may be extra inputs for index needed. For example, the card "Recharge" does not require an index for the player, or an index for minion on the field. Simply just enter "play 2", the ritual exists will increase 3 charges.

Player's turn hand



However, some spells like "Banish", require player and target index in hand.



If the "Banish" is in the 1st position of your hand, and you want to target at the first minion of the opponent. Type "play 1 2 1", which the first index is the position in hand, the second index decides which player you choose (1 for the user, 2 for the opponent), the last one decides the i th minion on that player's field, or ritual, which means the last index has to be "r".

IMPORTANT: in spells, "Blizzard", "Raise Dead" and 'Recharge" only need "play" and index in hand, and all other spells need "play", index in hand, player index and index for target minion/ritual.

Same with "Enchantment", which the last card type, requires the first index to be the position in hand, the second index decides which player you choose (1 for the user, 2 for the opponent), the last one decides the i th minion on that player's field.

IMPORTANT: all enchantments need "play", index in hand, player index and index for target minion.