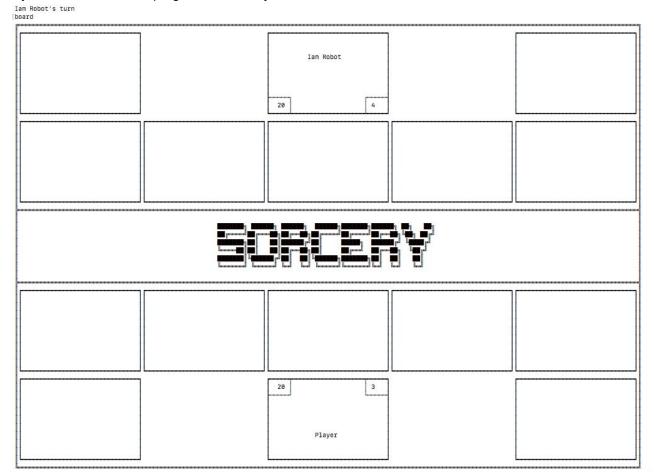
Demo

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.
```

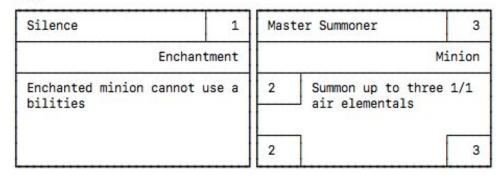
If you enter "board", the program will show you the interface for the board:



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 Spel1 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	En	chantment		F	itual		Minion		Minion
Return target minion wner's hand	to its o	Enchanted minion can bilities				contr	Whenever an opponent's enters play, deal 1 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 is turn play 5 and 1 and Robot is turn lossed in turn lo

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	Enchantment			Ritual		Minion
Return target mini wner's hand	on to its o	Enchanted minion ca bilities	annot use a	1	Whenever a minion s play under your ol, it gains +1/+:	contr	Whenever an opponent enters play, deal 1 o it	
						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			
Ritua	1	Iam Robot		
1 Whenever a minion ente				
s play under your cont ol, it gains +1/+1	r			
ol, it gains +1/+1				
	4	20 4		
Earth Elemental	3			
Minio	n			
	11			
4	4	1		
		\	J	
	T		1 1	
	II I			
	11			
	11			
	7	20 7	1	
	1		-	
		Player		
1				

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

Unsummon	1	Silence	1	Fire Elemental	2
	Spell		Enchantment		Minion
Return target minion to its o wner's hand		Enchanted minion bilities	cannot use a	Whenever an opponent enters play, deal 1 o it	
				2	2

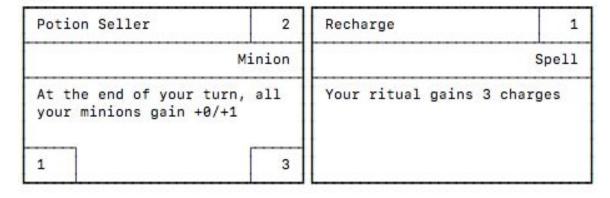
After playing the "Fire Elemental", its attack and defence both increase by 1 under the effect of the ritual. Since the ritual is triggered and used, the counter, that the ritual has, is reduced by 1 to 3, and when it reaches 0, it will be removed from the board.

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

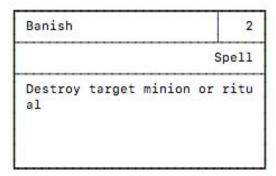
	Tam Robot		
	Zum Nooce		
	20 2		
Fire Elemental 2			
Whenever an opponent's minion enters play, deal 1 damage t o it			
3 3			
	20 7		
	Player		
	Minion Whenever an opponent's minion enters play, deal 1 damage t o it	Fire Elemental 2 Minion Whenever an opponent's minion enters play, deal 1 damage t o it 3 3 7	Fire Elemental 2 Minion Whenever an opponent's minion enters play, deal 1 damage t o it 3 3 28 7

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.



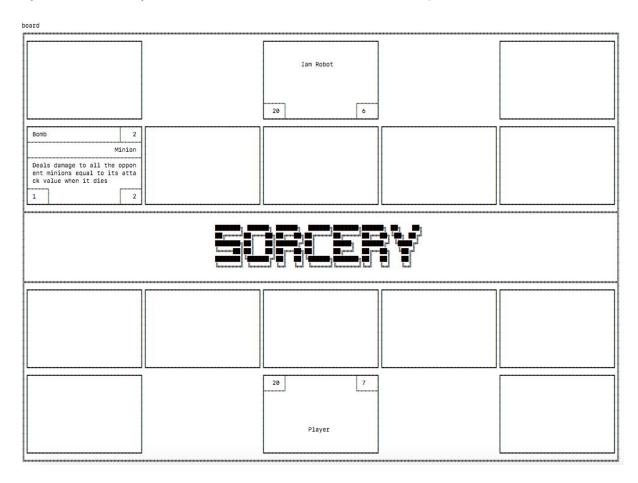
If the "Banish" is in the 1st position of your hand, and you want to target at the first minion of the opponent. Type "play 1 2 1", which the first index is the position in hand, the second index decides which player you choose (1 for the user, 2 for the opponent), the last one decides the i th minion 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.

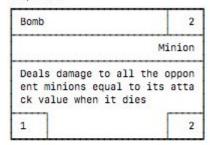
Same with "Enchantment", which the last card type, requires the first index to be the position in hand, the second index decides which player you choose (1 for the user, 2 for the opponent), the last one decides the i th minion on that player's field.

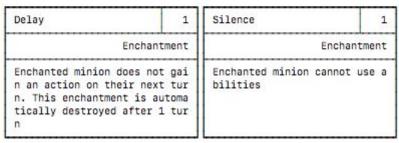
IMPORTANT: all enchantments need "play", index in hand, player index and index for target minion.

If you wnat to check your minion and the enchantment it has, use inspect:



Iam Robot's turn inspect 1



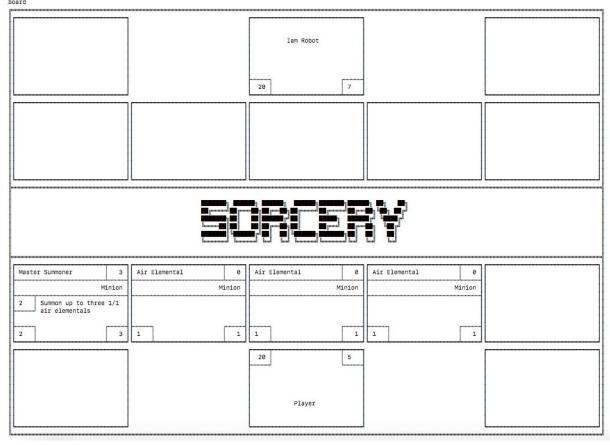


Here, the Bomb has two enchantments on it. The index can be from 1 to 5, if the index does not have a minion, an error message will pop up.

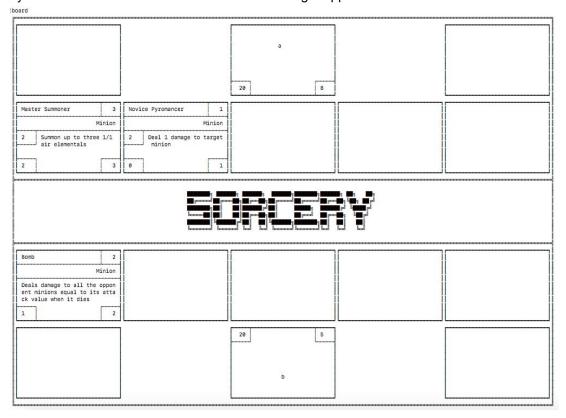
[inspect 2 No minion in this position

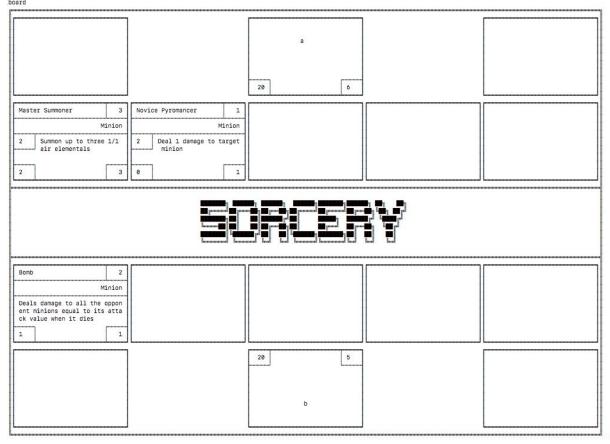
"Use" command activates the minion's activate ability, with index targeting the minion you want to activate

Player Summoner 3 Minion 2 Summon up to three 1/1 2 3 Player



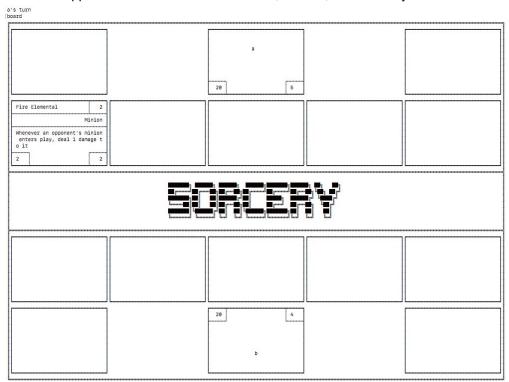
Minions like "Apprentice Summoner" or "Master Summoner", their ability need no target, but "Novice Pyromancer" will need the minion index on the target opponent's field.





For Attack command

When the opponent has no minion on the field, attack i, where i the your i th minion.



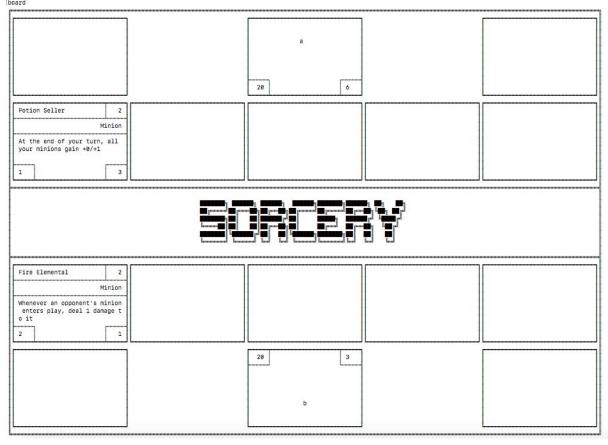
a's turn [attack 1 a's turn [board

r				
	1		1	
		a		
				1
		r		
		20 5		
Fire Elemental 2				
II			11	
Minion	II I			
Whenever an engagent's minion	11 1			
Whenever an opponent's minion enters play, deal 1 damage t	11 1		11	
o it]]]]	
	-11 1			
2 2				
			1 T	
	11 1			
	ll I			
H				
li .	11 1		11	1
I				
	1		1	
II		18 4		
II .		ļ	1	
ll .				
ll .				
ll .				1
II .		b		
II .				
L				

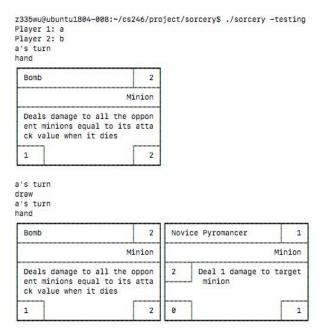
When the opponent has minions, you must attack the minions first, attack i j, where i is your i th minion, j is the j th minion on the opponent's field that you want to attack.

Fire Elemental 2 Minion whenever an opponent's minion whenever an opponent's minion of its play (eed 1 demands to its 2 2 2 3 3 b

a's turn [attack 1 1 a's turn [board

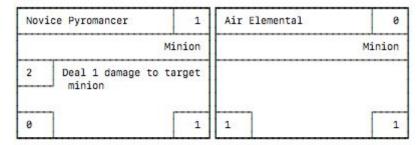


The program also have -testing as command-line argument, where the deck will no longer be shuffled. You can use card's ability and play cards without worrying about magic. You can also use the draw and discard command. Draw make the player draw one card from the deck:

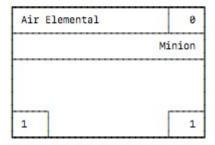


You can also discard card by index (from 1 to 5)

a's turn hand



a's turn discard 1 a's turn hand



You can use -deck1 and -deck2 changes the default deck for two players to the file followed by -deck1 and -deck2.

Sample: ./sorcery -deck1 deck1.txt -deck2 deck2.txt

Finally, use quit comand to end the program.

a's turn quit z335wu@ubuntu1804-008:~/cs246/project/sorcery\$