

## Refactor:

Adventurer: Takes in currentPlayer and gamestate as parameters. I use a while loop to continually run the function until 2 Treasure cards are drawn. If the card is a Treasure, the treasure counter is incremented. Non-Treasure cards are kept in a temphand, to be discarded later. This repeats until 2 Treasure cards are drawn, at which point the non-Treasure cards added to the hand are then discarded.

Smithy: Takes in the currentPlayer, gamestate and hand position as parameters. I simply use a for-loop to call drawCard 3 times, discarding the card after drawing is resolved.

Village: Takes in the currentPlayer, gamestate and hand position as parameters. I call drawCard once to draw the currentPlayer a card, and use a variable 'i' for a for-loop to increase the number of actions by 2, discarding the card after.

Council Room: Takes in currentPlayer, gamestate, hand position and number of players as parameters. I use variables 'i' and 'k' for for-loops to draw the appropriate number of cards for the player and to ensure each other player (that is not the currentPlayer) also draws a card, discarding the card after all is done.

Steward: Takes in currentPlayer, gamestate, card choices and hand position as parameters. If the first choice (draw 2 cards) is taken, they are drawn using a for-loop. The same for option 2, but gives the player 2 Copper instead. If neither of those options are picked, the player has to trash 2 cards (third option). It is still discarded after playing.

## Bugs:

I introduced the following bugs:

- The Smithy card does not discard from hand after play.
- The Adventurer card continues until 3 Treasures are drawn, not 2.
- The Village card draws a second card and only gives one additional action.
- The Steward can only discard if the player has two cards in hand.