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SOFTWARE ENGINEERING II (CS_362_400_U2019)
Create a document that describes the following five (5) Dominion cards

- Baron is an action card that allows the player to discard an Estate card in exchange for 4 coins, otherwise the player may gain an Estate card.

- In dominion.c, the baron effect is handled in a switch-case statement inside the cardEffect function on line 853. Baron increases the player's buy by 1, this is done by incrementing a member variable inside the state struct named numBuys. The rest of the card's effect is handled in lines 855-902.

- Minion is an action-attack card that allows the player to either gain two coins or they must discard their hands to draw 4 cards and have the other players with at least 5 cards do the same.
- In dominion.c, Minion effect starts on line 915, with the state member variable numActions being incremented. An if-else statement allows the player to receive 2 coins or discard and receive 4 cards in the discardCard() and draw() functions. Afterwards on line 942-964 is when the rest of the card's effect of having each other player discard their hand occurs.

- Ambassador is an action-attack card. When played, the player reveals a card from their hand and up to two copies of it is returned to the Supply. Afterwards each player receives a copy of the card.
- In dominion.c, Ambassador effect starts on line 1048 of the switch-case statement. First the function checks if the player enters a number either 1 or 2 for the card effect. The function keeps track of the cards in the Supply and the player's hand.

- This is an action card with several conditions. When played, the player on the left is forced to reveal 2 cards from the top of their deck. For each card, if the card is an action card, gain 2 Actions, Treasure card gain 2 coins, or Victory card gain 2 cards.
- In dominion.c, Tribute starts on line 989. First the program checks if the next player has enough cards in their deck before revealing. Next, 2 cards are drawn and saved in an array as tributeRevealedCards. tributeRevealedCards is checked by their name to determine whether to give the player +2 actions, coins or cards.

- Mine is an action card where the player trashes one of their Treasure cards. Then the player may receive a Treasure card that costs up to 3 more coins than the trashed Treasure card.
- In domion.c, the Mine card effect starts on line 770. The program validates the player's hand for treasure cards. After that passes, gainCard() and discardCard() are called.