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Assignment 2

Refactor

- new functions extracted from the cardEffects function's switch statement
  - useAdventurer() (moved several variables into function as well)
    - drawntreasure
    - cardDrawn
    - z //temphand counter
  - useSmithy()
  - useCutpurse()
  - useSalvager()
  - useEmbargo()

- new function headers found in dominion_helpers.h

Bugs

- useAdventurer- line 1270: removed equal sign from the while conditions discard loop, so one of the other cards drawn during the play will remain in the players hand not just the treasure found
- useSmithy- line 1280: added an equal sign to for loop so 4 cards will be drawn instead of 3 (couldn't think of anything more interesting or subtle)
- useSalvager- line 1297: instead of trashing the card chosen by the player, the card that gets trashed is the Salvager, the call to discardCard has the wrong first argument it should be choice1 not handPos
- useEmbargo- line 1321: argument four in call to discardCard should be 1 (trashflag) not 0 (just discard). The embargo card will remain in the deck.