

## 1. Adventurer



- Adventurer is an action card in Dominion. It helps the player dig for treasure in the deck. It cost 6. Puts all the treasure cards in hand and discards the other revealed cards. For the case statement: it says while treasure is less then 2 then keep drawing. If the deck is empty it needs to shuffle discard deck. Until you find two treasures it will go through the deck and then it will discard all the other one that's aren't treasure.

## 2. Smithy



- The smithy card is an action card. It adds 3 cards to your deck. In the case statement: it draws 3 cards and then discards card from hand.

### 3. Village



- This card is an action card and has a cost of 3. This card allows the user to add 1 card to the deck and 2 actions which help you play more than one terminal action each turn. In the case statement: this card will draw one card to the deck. And then add +2 action to the total amount of numActions, and then discard card.

### 4. CutPurse



- This card is an action-attack card, and it has a cost of 4. It is a terminal silver which give you a +2 cost when played, but also makes other players discard coppers. Many cutpurses and make you discard many coppers. In the case statement: first it updatesCoins, then for each player, it goes through the hand and if they have any copper it discards the card. It then discards the card from the hand after.

## 5. Outpost



- This card is an action-duration card and has a cost of 5. This card lets you take an extra turn. In the case statement: it first sets the state to outpost flag, and then discards the card from the hand.