

Demo - Sorcery

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Welcome to demo.pdf. In this paper, we will walk you through the list of commands that you can use and play with our fully-functional Sorcery. This demo is made in such a way that you can easily test our code, therefore this paper could be a bit lengthy. Feel free to skip any parts that are not part of your grading.

*We have created a command “-deck” that you can use to display the deck for testing purposes. Hence, you must explicitly pass “-testing” in your command-line argument.

1. Command-line arguments

-deck1 *filename* -deck2 *filename*

To test this command, you may run

```
./sorcery -deck1 ./codeForStudents/custom.deck -deck2  
./codeForStudents/custom.deck [-testing]
```

You may drop either (including both) of “-deck1 *filename*” or “-deck2 *filename*” to use a default deck which can be found in “./codeForStudent/default.deck”

For example,

```
./sorcery [-testing]
```

Or

```
./sorcery [-testing] -deck2 ./codeForStudents/custom.deck
```

We will use the second case to prove our flexibility of handling command line arguments. Note that custom.deck has 4 less cards than the default.deck (namely, Air Elemental, Dark Ritual, Aura of Power, and Standstill).

Run

```
./sorcery -testing -deck2 ./codeForStudents/custom.deck
```

After entering the names, run

```
deck // displays player 1's deck
```

```
hand // displays player 1's hand
end // end player 1's turn, now player 2's turn
deck // displays player 2's deck
hand // displays player 2's hand
```

Then you will see that exactly 4 of the aforementioned cards are missing in player 2's deck and hand.

*You can try with custom3.deck to test a deck that has more than one quantity of a card type.

-init *filename*

If one of the first two lines is empty, then it is treated as an “empty name” for the player. Hence, we name it “anon. player” in replace of it.

To test this, run

```
./sorcery -init init.txt
Enter the name of player 2: David Kim
board // display the names of the players
```

Since “init.txt” has only one empty line, the player 1's name is “anon. player” while player 2's name is “David Kim”

*You can check with init2.txt, init3.txt, init4.txt to test various naming

*You can check with init5.txt or other init files (that are used later) to test other various commands.

For example, if you run init5.txt as follows:

```
./sorcery -init init5.txt -testing
```

Then, the board should look like the following:

		David Kim			
		20 1			
Apprentice Summoner 1		Fire Elemental 2			
Minion		Minion			
1 Summon a 1/1 Air Elemental		Whenever an opponent's minion enters play deal 1 damage to it			
1 1		2 2			
Sorcery					
Bomb 2					
Minion					
Deals damage to all opponent minions equal to its attack value when it dies					
1 1		20 2			
		Mustansir 5			

And you can continue playing from the standard input.

*Note we will be using lots of init files for you to quickly test commands.

*Note that we made the program in such a way that it supports both the classic ctrl+D or our custom command “quit” to safely terminate the program.

*Note the init files (i.e. init5.txt) can have an infinite number of empty lines after the first two lines, and they are skipped for the sake of efficiency.

-testing

The -testing argument enables testing mode, changing gameplay in four ways:

(Can someone update this part later, when we fix it) -----I already did ~ Mustansir

- If a player attempts to play a spell or activate an ability and does not have enough magic to do so, their magic is simply set to 0 and they play the spell or activate the ability as if they had enough magic.

^ Create an init file for a prof to see we can achieve this in testing mode. Look at below for ref.

- Players may now use the discard i command to discard the ith card in their hand.
- Players may now use the draw command to draw a card.

```
./sorcery -init init6.txt -testing
draw
dand
discard 1
hand
```

To use the better user interface, the `-graphics` option must be passed on the command line. To make sure everything is displayed properly, make sure you have the appropriate terminal size.

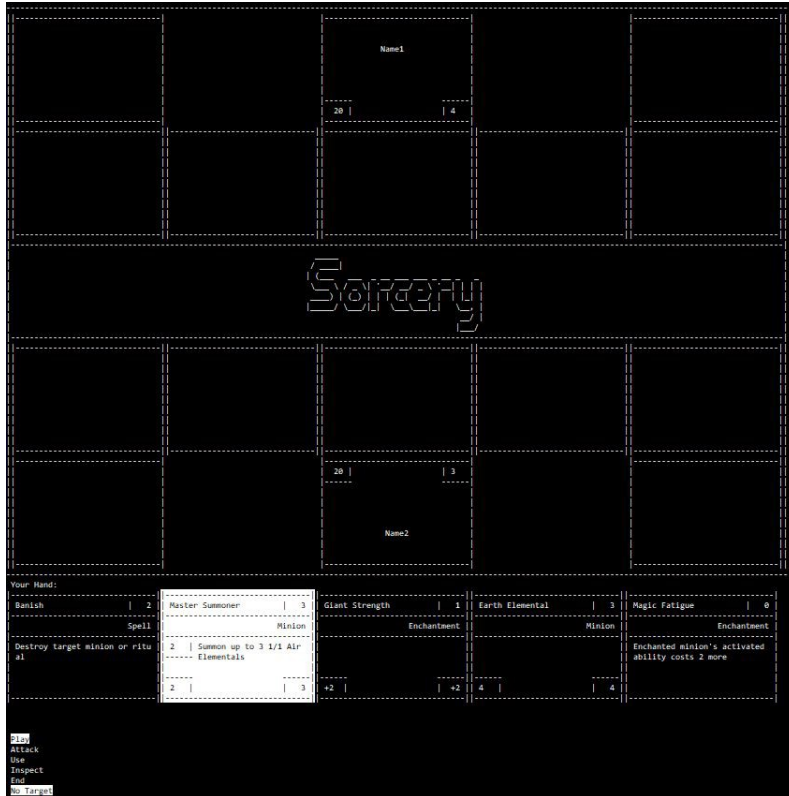
			Name1						
			28	4					
<h1>Sorcery</h1>									
			28	3					
			Name2						
Your Hand:									
Banish	2	Master Summoner	3	Giant Strength	1	Earth Elemental	3	Magic Fatigue	8
Spell		Minion		Enchantment		Minion		Enchantment	
Destroy target minion or ritual	2	Summon up to 3 1/1 Air Elementals						Enchanted minion's activated ability costs 2 more	

	2	3	+2	+2	4	4			

Press ENTER on the option you want to select.

One of the Hand's cards will be highlighted and you can navigate this by using the LEFT and RIGHT arrow keys.

Select the card you want to play by ENTER and then choose your target. You can also choose a No Target option appearing in place of the Quit option.



The highlights are left on purpose so that the user knows what they are doing. Note that the Inspect Minion information is displayed on the right of the board.

2. Gameplay

Now for the main gameplay.

To walk you through all the commands, we will need to fix the seed, which can only be done in -testing mode. Note however that if a player doesn't have enough magic to play a card outside of testing mode, the error message "Player doesn't have enough mana" will be displayed. And you can give any invalid parameters to get the error message "Parameter isn't a valid number". Also, if you give an incorrect number of parameters (different from the pdf) to a command, an error message will be displayed showing "Incorrect number of parameters". Type help to see

```
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.
```

```
play 3
Player doesn't have enough mana
```

So now let's start.

```
$ ./sorcery -testing
Name1
Name2
board
hand
```

And you'll see that the display works. This is hand

Dark Ritual	0	Giant Strength	1	Master Summoner	3	Disenchant	1	Novice Pyromancer	1
Ritual		Enchantment		Minion		Spell		Minion	
1	At the start of your turn, gain 1 mana			2	Summon up to 3 1/1 Air Elementals	Destroy the top enchantment on target minion		1	Deal 1 damage to target minion
	3	+2	+2	2	3			0	1

play 1

Next let's try playing a minion.

```
play 3
play 3 _ _
```

Both the actions will give you the same result as a minion doesn't require a target to be played. It just gets placed on the board.

board to see the new state of the board. You'll see a Master Summoner placed on one of Name1's minion slots. Notice your reduced magic as well.

hand to see your updated hand. The Master Summoner should be removed from your hand.

Now let's try enchanting the minion.

You could try "play 2" but oops!

```
play 2
Please specify a target to play this card
```

So let's give the card a target.

```
play 2 1 1
board
inspect 1
```

Now you'll see your Master Summoner has gained the Giant Strength enchantment. And also, our inspect command works as well!

Now let's try attacking.

```
attack 1 3
Enemy have no minion at position 3
as expected.
```

So try "attack 1" instead

```
attack 1
board
```

And you'll see Name2 just lost life equal to 4 points.

Now let's end Name1's turn.

```
end
board
```

and you'll see Name2's mana incremented by 1.

hand have a look at your hand.

Let's play both of your minions.

```
play 1  
play 1
```

Do "board" to check if that worked correctly.

Now let's make your Earth Elemental attack the opposing player to avenge the life Name2 lost.

```
attack 1  
Oh no! The player's minions stopped your Earth Elemental from attacking them!
```

Frustrating.

Okay, let's try to get rid of that Master Summoner.

```
attack 1 1  
board
```

Oh no! See that your Earth Elemental died!

Let's play our two spell card

```
play 1  
play 2
```

Do "board" to check if that worked correctly.

```
end
```

to get to next player

```
hand
```

have a look at your hand.

Let's play our ritual card

```
play 4
```

Do "board" to check if that worked correctly.

```
play 1
```

to play our second ritual and replace the first one we played on the board

If you play invalid commands you get an error message. Try these.

```
play hi  
The parameter is not a valid number  
  
play  
Invalid number of paramaters  
  
play 1 2  
Invalid number of paramaters  
play 0  
The parameter is not a valid number
```