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CS362

Assignment 1

1) Introduce yourself to the class (30 points) on Piazza. Complete

2) Fork the class repository and create your own copy of the base dominion code. (35 points)
https://github.com/artliou/CS362-W2019

3) Summary: Understand Dominion game. 1) that contains 5 pictures for different cards and provide a brief explanation (use your own words) for each card. Choose 3 cards of your choice and Smithy and Adventurer are mandatory. You should also choose the other 3 cards that are implemented in the dominion.c code (35 points)

1. Adventurer - http://wiki.dominionstrategy.com/index.php/Adventurer
    a. The Adventurer is a terminal Action card that allows a player to dig through his or her deck until they find two Treasure cards. Place the two founded cards in the player's hand and discard the rest
    b.
2. Smithy - http://wiki.dominionstrategy.com/index.php/Smithy
    a. The Smithy is a terminal Action card that allows a player to draw three additional cards. Useful for Big Money and engine decks. No +Action
3. Village - http://wiki.dominionstrategy.com/index.php/Village
    a. The Village card gives you +1 card from the deck and +2 actions, allowing you to play more than one terminal action each turn. This allows for complex strategies and engines
4. Remodel – http://wiki.dominionstrategy.com/index.php/Remodel
    a. When played, the remodel card allows one to trash a card from their hand, and gain a card costing up to 2 more, thus improving your deck by 2;
5. Treasure map - http://wiki.dominionstrategy.com/index.php/Treasure_Map
    a. By itself, a single Treasure Map does nothing besides trash itself; however, when you play a Treasure Map and have a second one in your hand, you get 4 Gold cards and put them on your deck.
    b. If you did not have another copy of Treasure Map in hand, then you just trash the one Treasure Map and nothing else happens.
    c. "Trash this and a Treasure Map from your hand. If you trashed two Treasure Maps, gain 4 Golds onto your deck."

Pictures of the five cards are in a table on the next page.

4) https://github.com/artliou/CS362-W2019

SMITHY

+3 Cards

4 — ACTION

VILLAGE

+1 Card
+2 Actions

3 — ACTION

REMODEL

Trash a card from your hand.
Gain a card costing up to
2 more than it.

4 — ACTION

TREASURE MAP

Trash this and a Treasure
Map from your hand. If you
trashed two Treasure Maps,
gain 4 Golds onto your deck.

4 — ACTION

ADVENTURER

Reveal cards from your deck
until you reveal 2 Treasure cards.
Put those Treasure cards into your hand
and discard the other revealed cards.

6 — ACTION