Assignment-2

Ethan Patterson(patteret)

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1   Refactor

The five cards code that has been refactored are: Adventure, smithy, village, council room, and embargo. The functionality of these cards previously existed in the function cardEffect's switch(card) statement. The functionality of these five cards has been moved to their own functions.

The function implemented for the mentioned cards is as follows:

1. Adventure card is implemented in the function AdventureCard.

2. Smithy card is implemented in the function SmithyCard.

3. Village card is implemented in the function VillageCard.

4. Council Room card is implemented in the function Council_RoomCard.

5. Embargo card is implemented in the function Embargo_Card.

1.1   Look Out For

Things to note about the refactorization. In the AdventureCard function I passed most things by reference, I will probably use this insert some bugs, but my original intention was to preserve the changes to the variable. After studying the Dominion architecture of the program in more detail I have realized that this is pointless do, since the gameState struct will be keeping track of changes in these functions. After this realization every other function is passed by value.

1.2   Functions Extraction Process

My extraction process for this code was simple. Evaluate what variables in each switch statement, copy the code to a newly named function and pass it the formal parameters required to run the code snippet.

2   Bugs

I added 4 logical bugs to the cod. One bug for four of the five cards. These bugs will only effect the game play, and should not crash the game. However, embargo's bug has the potently to do some weird stuff.

1. The Council Room card now causes players to each remove a card, not add.

2. The Smithy card now only adds two cards for a player, was 3.

3. The Adventure card now no longer increments drawntreasure for copper coins.

4. The Embargo card now will remove a token, was adding, it will try to do this even if the player has no tokens.