

Refractor

branch repository URL: <https://github.com/dwkrueger2/CS362-004-F2018.git>

branch Name: kruegerd-assignment2

Code Location: [repo]/projects/kruegerd/dominion

Originally I thought we were to get the dominion game functioning. And so there is a minor change to playdom.c and dominion.h that included a constant value for the number of Kingdom Cards to be used in a scenario. The original version had this hard coded as 10. In discovering that the playdom.c only plays 2 cards regardless of the seed, I thought we were to correct this. The homework does not explicitly address the correction of these issues so the remainder of the issues found are just identified later in this document as TODO items.

The five cards chosen are: { smithy, adventurer, gardens, village, cutpurse }

Summary of Changes

Table 1: Refracted / Code Changes

File	Change
dominion.h	NUM_KINGDOM_CARDS constant set to 5
Multiple	A lot more comments are placed to give the new programmer a better perspective of the previous developers intent. Fixed inconsistent indentation.
dominion.c	Moved 5 functions out from case blocks. Code was taken directly from the case block and inserted into the functions below. Functions have the same signature (except the calling name) as the original cardEffect function. The 5 functions are cardEffectSmithy cardEffectAdventurer cardEffectGardens cardEffectVillage cardEffectCutPurse
dominion.c	Removed unused variables that were local to the individualized cardEffectXXXX cases. Added {} around other cases to allow for collapsible code segments in Visual Studio.

BUGS

Function	Bug
dominion.c/cardEffectAdventurer	Because code was copied and pasted, the player was incremented a second time. The following code is duplicated. <pre>int nextPlayer = currentPlayer + 1; if (nextPlayer > (state->numPlayers - 1)) { nextPlayer = 0; }</pre>
dominion.c/ cardEffectAdventurer	while (drawntreasure <= 2) { // BUG should cause an extra treasure card-- original --> while (drawntreasure < 2)
dominion.c/cardEffectCutPurse	Card is trashed instead of discarded. discardCard(j, i, state, 1); // BUG last integer – 0 indicates discard, 1 will cause it to trash
dominion.c/cardEffectGardens	Added drawCard instead of no effect
dominion.c/cardEffectVillage	Added an extra Draw Card

Figure 1: Cards Selected



TODO (October 12, 2018): (AKA known Bugs)

1. Arguments for the command line seem to not allow for selection of more than two players. playdom.c hard codes the player count as 2.
2. There is no instructions to the user for the intended game play/command line arguments/general usability of the program.
3. Player 1 always plays the adventurer card and player 0 always plays the smithy card (if available)
4. There is no AI for selecting a card preferentially if there are different cards in the hand.
5. Fix introduced bugs