CS362, Software Engineering II
Final Project - Bug List

Number	Bug
1	The last discardCard function call within the mine and tribute case statement of the cardEffect function are not actually trashing the cards. They are just being put into the currentPlayers discard pile when the chosen card should be trashed.
2	For the Mine switch statement in the cardEffect function (around line 821), it seems that it checks the cost of the card they trash against the cost of the card they want to buy incorrectly. It looks like if the cost of the treasure that they choose to trash plus 3, is greater than the cost of the card they want to buy, then it will return -1.
3	In the remodel case within the cardEffect function, the if statement that compares the two choice statements needs to be switched (around Line #846).
4	There is a bug in the isGameOver function. While checking if there are 3 cards with a card count of 0, it only loops through 25 cards.
5	In the scoreFor function, the discardCount is being used for the deck count.
6	The logic in the case statement for feast seems to be incorrect. On line 762 Instead of updating the coins tally, it should enter the while loop and allowing players to gain a card up to 5 coins without taking into account how much coins the player has.
7	Tribute card bug around line 1075. The for loop overruns the array. The tributeRevealedCards array has two elements and the loop is written to iterate 3 times.
8	The number of bonus coins from actions does not appear to be recorded correctly in cardEffect.
9	Possible bug with the way duplicate "revealed cards" are handled for the Tribute card. If tributeRevealedCards[0] is the same as tributeRevealedCards[1], the code sets tributeRevealedCards[1] to -1. The loop that follows expects 2 entries in the array, which is fine - there are still two entries: index 0 contains the card and index 1 contains -1. What isn't fine is there is no condition to catch the -1. On the
10	In the dominion.c cardEffect function, ambassador case, line 1100 to 1106, the program goes through the currentPlayer's hand, and tries to find copies of choice1 card. In this loop, if the i-th card is not "ambassador", the same kind of card as the choice1-th card and "i != choice1", count up "j". But this line compares the position "i" with the card in choice1-th position
11	In the case statement for minion starting around line 955, as the rule says, it will increase action by 1, and then player can make choice either to gain 2 money or draw cards. The code around line 960 calls the function discardCard() before the player makes the choice. And the second issue is the 'if, else if' for choice 1 and choice 2 statement is not right, and should be 'if, else'