* BUGS
  + isGameOver()
    - doesn’t account for accidental negative provinces
    - doesn’t account for accidental negative supply counts
  + updateCoins()
    - doesn’t check for unknown players
    - doesn’t check that hand count is correct
  + smithy()
    - hand count not correct
* UNIT TESTING
  + test1
    - Lines executed:77.17% of 92
    - Branches executed:100.00% of 18
  + test2
    - Lines executed:79.49% of 39
    - Branches executed:100.00% of 6
  + test3
    - Lines executed:79.75% of 79
    - Branches executed:100.00% of 18
  + test4
    - Lines executed:82.43% of 74
    - Branches executed:100.00% of 18
  + card1
    - Lines executed:86.27% of 51
    - Branches executed:100.00% of 6
  + card2
    - Lines executed:83.33% of 30
    - Branches executed:100.00% of 4
  + card3
    - Lines executed:83.33% of 30
    - Branches executed:100.00% of 4
  + card4
    - Lines executed:83.33% of 30
    - Branches executed:100.00% of 4
  + Dominion
    - Lines executed:48.83% of 639
    - Branches executed:56.35% of 417
  + The overall score was 48.83% for line execution and 56.35% for branch execution. This shows that my overall testing was less than the desired 100%. Though my main goal to test functionality, which I believe that I have done, but for a more thorough testing, there is much to be added. I have been working on being more familiar with this game and each of its parts, but I have not fully grasped the concepts yet. I believe that with time and being more comfortable with Dominion, I would be able to provide a more thorough unit testing and card testing.
* UNIT TESTING EFFORTS
  + Dominion gcov results provided:
    - Functions without 100% execution
      * function getWinners called 0 returned 0% blocks executed 0%
      * function scoreFor called 8 returned 100% blocks executed 78%
      * function fullDeckCount called 0 returned 0% blocks executed 0%
      * function kingdomCards called 0 returned 0% blocks executed 0%
      * function initializeGame called 341 returned 100% blocks executed 90%
      * function cardEffect called 100 returned 100% blocks executed 20%
      * function playCard called 176 returned 100% blocks executed 83%
      * function buyCard called 134 returned 100% blocks executed 75%
  + Using the coverage results from the dominion file, I was able to locate functions that went unused or without 100% execution. This helps to show me where I could expand on and what more I could incorporated when building my tests. You cannot get 100% coverage and test everything if you haven’t included all possibilities. On top of the unused functions, I am able to see the usage of each line. This would help to ensure that lines have all been “exhausted” enough to get a good and thorough testing.