

Assignment 1: Due 7/6/14 (July, 6th)

1. Create your own copy of the base dominion code, including everything required to compile the code. Check it in the the repository in a directory: PROJECT/<onid-id>/dominion
2. Read the rules of Dominion, and understand the game sufficiently to be comfortable with testing an implementation of it! If you search online, you can find the official rules and multiple web sites allowing you to play the game for free, as well as forums discussing rules questions for most cards. Your first job is to become a “subject expert” in Dominion, since you will be testing an implementation of it. Note that the primary source of information about the Dominion implementation itself is the dominion.c and dominion.h files provided in the class repository.

The specification you use will have to combine this information with knowledge about how the game works, discovered by investigation. This is a typical testing experience, where you are not given a complete specification, but must discover one for yourself.

3. Pick 5 cards implemented in dominion.c. **Refactor** the code so that these cards are implemented in their own functions, rather than as part of the switch statement in cardEffect. You should call the functions for these cards in the appropriate place in cardEffect. Check in your changes, with appropriate svn commit messages. Document your changes in a text file in your dominion source directory, called “**refactor.txt**.” Your implementation of at least two of these 5 cards should **be incorrect in some way**.