

## Assignment 1

1. BARON: This is an Action card and is used to add +1 Buy to your Buy total. It also states that the player may discard an Estate for +4 Coins; if not, the player gains an Estate.

This card is handled within `cardEffect()` under the `baron` switch case.

- a. The player's total number of Buys increments by 1
- b. If an Estate is discarded, remove Estate from playing hand and add 4 to Coin total
- c. Else, the player gains an estate.
  - i. If the Estate supply runs out, the game is over.



2. MINION: This is an Action card and is used to add +1 Action to your Action total. It provides an additional choice to:
  - a) Take +2 Coins
  - b) Or, replace your hand with 4 new cards and make every other player with at least 5 cards discard their current hand and draw 4 new cards from their respective decks.

This card is handled within `cardEffect()` under the `minion` switch case.

- a. The player's total number of Actions increments by 1, and the card is discarded.
- b. If the player chooses 1: add +2 Coins
- c. Else, the player, and those with more than 4 cards, discard their hand and draw 4 new cards.



3. AMBASSADOR: This is an Action card with three sequential effects:
  - 1) Reveal a card from your current playing hand
  - 2) Return up to 2 copies of that revealed card from your hand to a Supply.
  - 3) Each other player gains a copy of it.

This card is handled within `cardEffect()` under the `ambassador` switch case.

- a. Check if the player has enough cards to discard



- b. Increase the Supply count for the player's chosen card by the amount being discarded
- c. Every other player gets a copy of the revealed card
- d. The player discards the played card
- e. Trashed copies of said card return back to the Supply

4. **TRIBUTE:** This is an Action card that forces the player to your left to reveal and discard the top 2 cards currently in their deck. For each differently named card, the player who forced the reveal receives:

- 1) +2 Actions for an Action card
- 2) +2 Coins for a Treasure card
- 3) +2 Cards for a Victory card

This card is handled within **cardEffect()** under the **tribute** switch case.

- a. If the next player has enough cards in their deck, reveal the top two cards
  - i. Else, shuffle the discard pile back into the deck and continue
- b. If both cards are duplicates, grant the assigned rewards for only one of them
- c. For a uniquely-named Action card revealed, the player receives +2 Actions
- d. For a uniquely-named Treasure card revealed, the player receives +2 Coins
- e. For a uniquely-named Victory card, the player draws +2 cards.
- f. The player forced to reveal the cards discards the reveals



5. **MINE:** This is an Action card allowing the player to trash a Treasure from their current playing hand, and allowing them to gain a new Treasure with a cost different no higher than 3 Coins.

This card is handled within **cardEffect()** under the **mine** switch case.

- a. If a Treasure card is found in your playing hand
- b. Discard it, and obtain a new one from the Treasure pile, where the assigned Coin value difference is no higher than 3 Coins

