

First bug:

```
supply["Gold"]=[Dominion.Gold()]*30
```

Changed to this:

```
supply["Gold"]=[Dominion.Gold()]*100
```

Gain gold increase to 10 instead of 3

Second bug:

```
box["Woodcutter"]=[Dominion.Woodcutter()]*10
```

Changed to this:

```
box["Woodcutter"]=[Dominion.Smithy()]*10
```

Making it impossible to get woodcutter but increase the chance to get a Smithy card.

Added call function

```
box = testUtility.GetBoxes()
```

3. Describe how you tried to cause a bug in game play. Were you successful? And if not, describe what you tried and give your thoughts on why it failed to cause a bug.

I was unable to run the program as I've encountered several errors in terms of unable to find main module. I've been trying to find a way to solve it and even search it and stuff but was unsuccessful. So all of these are just my speculation of what will happen if I change these things.