

Assignment 4:

1. Write a random tester that plays complete games of dominion, with a random number of players (from 2-4) and a random set of kingdom cards. Check it in as `testdominion.c`, and add appropriate rules to the Makefile to create `testdominion.out` by running this tester.
2. Writing a specification for full games of Dominion is very difficult! Instead of producing a complete specification (though you can check as much as your wish in the tester), write your tester such that it prints key information about the game state to a file called `gameResults.out`. This file should contain all information needed to completely reproduce a game of Dominion – the choices made by players and the results of actions (did a card play or not, etc.).
3. Pick a classmate with a working Dominion implementation. In a scratch directory, not in the svn repository, run `testdominion.c` with their code as the dominion implementation. Use diff or another tool to compare the `gameResults.out` from their code with your own code's results. Explain these results, and their value in a file called `differential.txt`.