

## Refactor:

### Adventurer

Description	Playing the card means you search through your deck starting from the top, showing each card to the other players, until you have two treasure cards. Put the two revealed treasure cards in your hand and discard every other card that was shown.
cardEffect	This card is handled by iterating through the current player's deck until the count of treasure cards drawn equals two. There is a check for each draw from the deck if the deck is empty, if it is then the discard pile is shuffled and becomes the new deck. A new card is drawn and added to the deck. After drawing the card then there is a check if it is any of the treasure cards (copper, silver, gold), if yes then keep it in the hand. If the drawn card is not a treasure then discard the drawn card. Then discards all the cards that have been drawn and played.

The code moved to "void adventurer\_card(int currentPlayer, struct gameState \*state);" function.

### Council Room

Description	Playing this card allows you to add four new cards from the top of your deck to your hand, to buy another card during the buy phase of your turn, and every other player adds another card to their hand from the top of their own decks.
cardEffect	This card is handled by iterating through a for loop drawing a new card four times from the top of the deck, which adds another card to the current player's hand and adds a buy to the game's state. Then adds a card to every player's hand that isn't the current player. Then removes the card from the current players hand.

The code moved to "void council\_room\_card(int currentPlayer, struct gameState \*state, int handPos);" function.

### Mine

Description	Playing this card means that you can remove a treasure card from your
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	deck, and replace it with a treasure card costing three more gold to your hand. So, if you trash a copper you would add a silver to your hand, if you trash a silver then you would add a gold to your hand.
cardEffect	This card is handled by checking the choice of card first. If the chosen card to trash is less than copper or greater than silver exit. If the chosen card to add is greater than treasure map or smaller than curse, exit. If the chosen card to add is more expensive than the trashed card plus three, exit. Then, add the chosen card to the current players hand. Then removes the card from the current players hand. And then trash the the card chosen from the hand to be replaced.

The code moved to “int mine\_card(int currentPlayer, struct gameState \*state, int handPos, int choice1, int choice2);” function.

### Smithy

Description	Playing the card allows you to add three more cards to your hand from the top of your deck.
cardEffect	This card is handled by iterating through a for loop drawing a card three times, which adds another card to the current player’s hand. Then removes the card from the current players hand.

The code moved to “void smithy\_card(int currentPlayer, struct gameState \*state, int handPos);” function.

### Village

Description	Playing this card means that you can add one more card to your hand from the top of your deck and play two more action cards this round.
cardEffect	This card is handled by drawing one card to the current players hand and then adding two actions to the game’s state. Then removes the card from the current players hand.

The code moved to “void village\_card(int currentPlayer, struct gameState \*state, int handPos);” function.

## **Bugs: 4 bugs implemented**

Adventurer:

Initialize the drawn treasure equal to 1 instead of 0 (comment is noted in program at location).

Council Room:

Add an unneeded counter to the draw phase for other players that skips every other player in the game (comment is noted in program at location).

Mine:

Incrementing the wrong way through the hand when discarding through the hand (comment is noted in program at location).

Smithy:

Adds cards to the next player instead of the current (comment is noted in program at location).