Pig Game with Fragments

1. Add diagrams for the activity layouts:
   1. Normal-port
   2. Normal-land
   3. Large-port
   4. Large-land
2. Make the first fragment smaller (eliminate or reduce the instructions)
3. Come up with a second set of fragments for group B
   1. Maybe they could freeze rotation for normal and or small screens
4. Freeze rotation for small screens? Portrait only?