TouchDeck: Release notes

Release 4 (v 1.0)
2013-10-11

Introduced features
- A menu entry called "Deal cards from pile" has been added to the pile context menu, allowing the user to quickly move the top card from the source pile to the destination pile which is specified by tapping a pile.
- Added the ability to peek a card without changing the face state of the card.
- Added the ability to peek at all the cards in a pile simultaneously
- Added the ability to move an entire pile to an empty table position. If there are cards in the pile to be moved, they are transferred over as well.
- Added the ability to reset the game to the initial state (One pile, called deck, containing all cards).
- Added the ability to protect a pile to keep other players from viewing and performing actions on it.
- Added ability to terminate a session, allowing the host to cleanly shut down so that all clients are notified and shutdown properly. Also allows for a client to terminate and later rejoin the host.
- Added the ability to rename piles.

Changes since the previous release
- When moving a card the user no longer selects the destination pile from a context menu. Instead the user can see the piles on the table and can click the desired destination pile.
- 7 characters are now displayed in the pile name
- New icon

Bug fixes since the previous release
- Fixed bug where users could not rejoin a game.
- Fixed bug where the host leaves and the game becomes unplayable for the clients

Known bugs and limitations
- The host must have a game running before any clients try to connect.
- If the wrong ip is given when joining, trying to perform an action will cause the app to crash.
- The network must be relatively open, for example, eduroam won't work as it doesn't allow anything but well known protocols.
- Naming a pile "Pile x", where x is larger than the current default pile, will cause the automatic default naming to stop working.
- Rejoining a game twice (after terminating) will not work
- When a user that has protected piles terminates it's game, the piles are still protected and thus locked from all other users.