

Vision - TouchDeck

How many times have you and your friends found yourselves in a situation where you wished someone had brought a deck of cards? In those situations, did you all have your phones with you? Wouldn't it be nice if there existed an alternative for your phone that was as flexible as a real deck? Now it does, and it's called *TouchDeck*.

TouchDeck can be used for virtually any card game, either being distributed among a group of people or as a solitaire option for those on their own. In case of phone shortage, multiple users can even play on the same device. Cards can be held face up or face down, by a player or shared communally and exchanged in any direction without restrictions.

Compared to traditional physical decks, with *TouchDeck* shuffling the deck is a breeze, it will execute dealings to perfection and never deliver bent or scratched cards. The only way your cards can end up under the table is if you drop your phone.

In addition to providing an improved version of a deck of cards, the flexible basic structure of *TouchDeck* opens up for a lot of future possibilities -including but not limited to – saving a game so it can be resumed at a later time and the possibility to import and customize rules, allowing for completely new games to be created and shared between other users of *TouchDeck*.