TouchDeck: Release notes

Release 5 (v 1.1)
2013-10-18

Introduced features
- Added a textbar at the top of the screen that displays device IP address and table state to the table view.
- Added a textbar at the of the screen that displays the pile name to the pile view.
- Added an options button to the text bar in the table view for devices that lack the menu button

Changes since the previous release
- Replaced the card images with better looking ones and correct resolution for different devices.

Bug fixes since the previous release
- Fixed an issue where the default naming of a new pile would stop working
- It is now possible to terminate and rejoin a session more than once
- When a device terminates the game any piles protected by it will now become unprotected
- Connecting to a non-existing game (wrong ip-address) will no longer crash upon performing an action. Instead the user will be notified by a toast that the device is not connected

Known bugs and limitations
- The network must be relatively open when playing on multiple devices. Eduroam, for instance, won't work as it doesn't allow anything but well known protocols.