TouchDeck: Release notes

Release 2 (v 0.2)
2013-09-27

Introduced features
- Added a start screen where the user chooses which game mode to play. (For now, only local is available)
- Added the ability to click on a pile on the table overview in order to bring up a view to see the cards in the pile, in their current state.

- Added ability to create new piles on the table overview, letting the user choose a name for the pile, if no name is chosen, a default name is set.
- Added the ability to flip a card by clicking the card in the pile view and selecting "Flip card" in the context menu that appears.
- Added ability to move a card from one pile to another by clicking it in the pile view and then choosing a target among all piles.

Changes since the previous release
- Added sensor-based landscape orientation on all views.
- Removed toast notifications.

Bug fixes since the previous release
N/A.

Known bugs and limitations
N/A