

TouchDeck: Release notes

Release 3 (v 0.3)

2013-10-04

Introduced features

- Extended the startscreen to having entries for creating and joining a game.
- Added the ability to play over local wireless network. The actions taken on one device are mirrored on all other connected devices.
 1. The user can start a game that other users can join.
 2. The user can join a game that another user has created.
- Added the ability to delete an empty pile.
- The user can now see how many cards are in a pile from the table overview.
- The user can now have a pile automatically shuffled.
- Added the ability to set all the cards of a pile to either face up or down.
- Added the ability to move all cards in one pile to another one

Changes since the previous release

- Changed the way the name of the pile is shown on the table.

Bug fixes since the previous release

- Fixed bug where the user could name a pile to just spaces.

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.
- If a user leaves a session it cannot rejoin it until the host has restarted the app.
- If the host exits the game, the game becomes unplayable for the clients.