

Term	Description
Pile	A container for one or several cards.
State	A card is either face down or face up. The value of 'face down card' is not directly shown to user, to view it one must either peek or flip the card. A 'face up card' has it's value shown to everyone directly.
Table overview	A graphical overview of a common physical table where all created piles are shown and where users can choose to create piles.
Pile view	A view that displays cards, in a selected view, in their current states.
Peek	An action wherein a user is able to view the value of a face down card without others users seeing it.
Flip	An action to change the state of a card.
Session	An instance of a table with a deck which can either be local on one device or multiplayer where other users can connect to the same table.