**Change Log**

***(27 October 2014 11:31AM)***

...Cards are moved from deck to hand

...Cards are retagged to "Deck", "Hand", and "Field" depending on their parent

...Null checks applied to CardSelection

...Deck and Hand are now parented under a player game object

***(1 November 2014 9:18PM)***

...Added double clicking to select cards to move

...Changed AddCard and RemoveCard to take in a parameter (GameObject \_card)

...Added functionality to move cards from the hand to the field

...Added functionality to move cards from the field to graveyard

...Removed "Deal Cards" from demo scene

...Added "Reset Cards" to demo scene

***(29 November 2014 4:55AM)***

*...*Rewrote the "Deck" script

...Added a "Player" script to control user input

...Changed "CardSelection" to only picking a card as the "selectedCard" (to be used to card deletion in the "Deck" script