

## Release notes

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### Legend:

+ additions

- removals

\* changes

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## 0.3.0 - Backend, refactoring, small features and fixes, threading

### MAIN APP

- + Created interfaces and exceptions for backend connection
- + Implemented all needed backend functionality
- + Added and implemented buttons for thumbs up and thumbs down on detailed view
- + Added separators, queue images and scroll to the detailed view
- + Added functionality for refresh button
- + Added a dialog to notify user that position-determining functions is turned off
- + Added functionality to favorite a pub in the detailed view
- + Added a help view
- + Added a basic settings view
- + Created interfaces for the list view
- \* Startup loading is now done in a different thread to improve responsiveness
- \* Fixed a bug which made the app crash upon subsequent startups
- \* Fixed a bug where description disappeared in detailed view when in landscape
- \* Refactored Activity classes to fit the MVP design
- \* Refactored classes to fit the new backend interfaces
- \* Changed layout for detailed view to be relative against screen size
- \* Moved test files to proper directory

### ADMIN APP

- + Added proper login
  - + Added functionality to change queue time
  - + Refactored
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## 0.2.0 - Admin app, detailed view, backend

- + Created an admin app
  - + Added queue indicators on the map markers
  - + Added a detailed view for when a pub marker is clicked
  - + Added a Parse.com backend
  - + Added licensing and requirements
  - + Added tests
  - \* Refactored the Pub class and everything dependant on it
  - \* Fixed where the back button directs the user
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## 0.1.0 - Maps

- + Created basic interfaces
- + Created a class, Pub, representing a pub
- + Created an activity where our program starts
- + Added Google Maps to our activity
- + Created markers for all pubs at Pubrundun