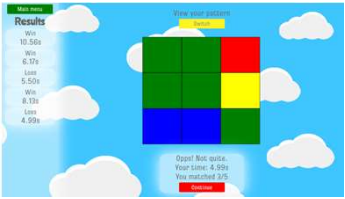
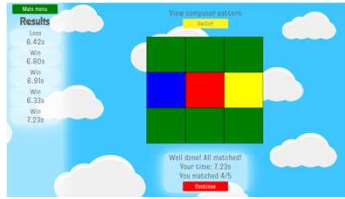
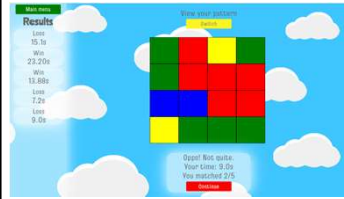
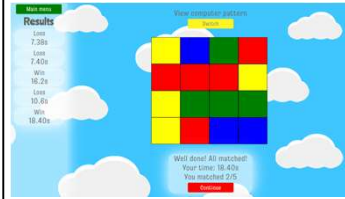


End of Game screen

TEST APPROACH (using Chrome DevTools)

- Viewing the screens below (those shown in example screens) that show different stages of the game and checking that at each resolution:

1. All text can be viewed
2. All features of the game can be seen and do not overlap.

| ID | A | B | C | D |
|--------------------|---|--|---|---|
| | 3x3 grid - last one wrong | 3x3 grid - last one right | 4x4 grid - last one wrong | 4x4 grid - last one right |
| Example Screens -> |  |  |  |  |
| ID | Tests. | | | |
| 1 | 1920 x 1080 | Pass | Pass | Pass |
| 2 | 1600 x 992 | Pass | Pass | Pass |
| 3 | 1536 x 864 | Pass | Pass | Pass |
| 4 | 1366 x 768 | Pass | Pass | Pass |
| 5 | 1280 x 802 | Pass | Pass | Pass |
| 6 | 768 x 1024 | Pass | Pass | Pass |
| 7 | 540 x 720 | Pass | Pass | Pass |
| 8 | 414 x 896 | Pass | Pass | Pass |
| 9 | 414 x 731 | Pass | Pass | Pass |
| 10 | 411 x 823 | Pass | Pass | Pass |
| 11 | 375 x 812 | Pass | Pass | Pass |
| 12 | 375 x 667 | Pass | Pass | Pass |
| 13 | 360 x 720 | Pass | Pass | Pass |
| 14 | 360 x 640 | Pass | Pass | Pass |
| 15 | 320 x 568 | Pass | Pass | Pass |
| 16 | 320 x 480 | Pass | Pass | Pass |

Test History

test 1 - 8/4/2021: first test.

test 2 - 17/4/2021: tested following addressing issues and included resolution of 540 x 720 following feedback on #peer-code-review