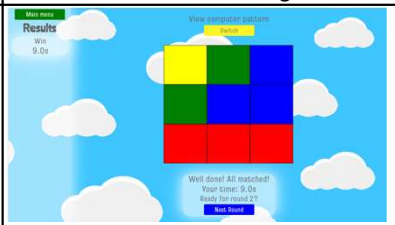
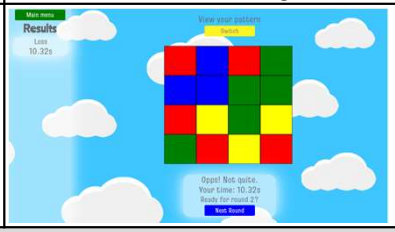
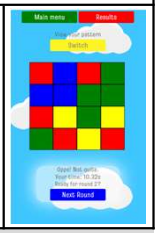
End of Round screen

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

Test History

test 1 - 7/4/2021: first test.

test 2 - 8/4/2021: second test following fix for failed tests:

> A4 and A5 - end of round message off bottom of screen

> A6, A7, A8 and A9 - mobile buttons move down in position when switching from previous screen

--> fixed both by increasing space on screen in these two positions

test 3 - 17/4/2021: tested following addressing issues and included resolution of 540 x 720 following feedback on #peer-code-review