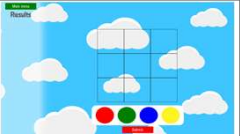

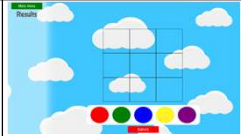
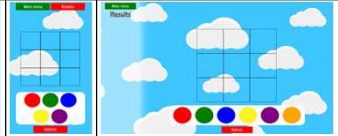
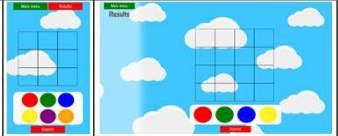
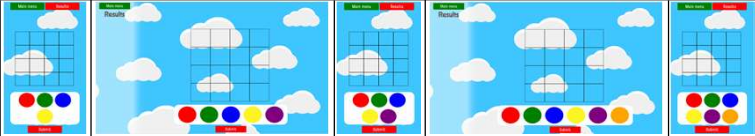


Empty grid and Palette game screens

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

Test History

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

test 2 - 7/4/2021: 2nd test following fix for failed tests D3 and E3 - failed due to the top of the palette overlapping the bottom of the grid. Adjusted the css style for '.squares4', 'width' and 'padding-top' from 25% to 24.5% to fix.

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