		Main menu 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**
		Landing screen	Choosing difficulty or custom	Play game game	Select grid size	Select number of colours	Select view timer
	Example Screens ->						
ID	Tests.						
1	1920 x 1080	Pass	Pass	Pass	Pass	Pass	Pass
2	1600 x 992	Pass	Pass	Pass	Pass	Pass	Pass
3	1536 x 864	Pass	Pass	Pass	Pass	Pass	Pass
4	1366 x 768	Pass	Pass	Pass	Pass	Pass	Pass
5	1280 x 802	Pass	Pass	Pass	Pass	Pass	Pass
6	768 x 1024	Pass	Pass	Pass	Pass	Pass	Pass
7	540 x 720	Pass	Pass	Pass	Pass	Pass	Pass
8	414 x 896	Pass	Pass	Pass	Pass	Pass	Pass
9	414 x 731	Pass	Pass	Pass	Pass	Pass	Pass
10	411 x 823	Pass	Pass	Pass	Pass	Pass	Pass
11	375 x 812	Pass	Pass	Pass	Pass	Pass	Pass
12	375 x 667	Pass	Pass	Pass	Pass	Pass	Pass
13	360 x 720	Pass	Pass	Pass	Pass	Pass	Pass
14	360 x 640	Pass	Pass	Pass	Pass	Pass	Pass
15	320 x 568	Pass	Pass	Pass	Pass	Pass	Pass
16	320 x 480	Pass	Pass	Pass	Pass	Pass	Pass

Test History

test 1 - 6/4/2021: test following implementation of social media icons

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