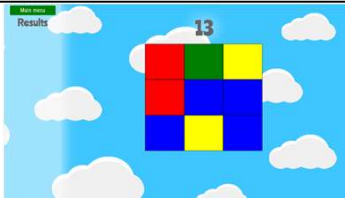
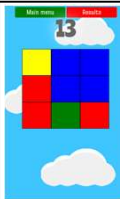
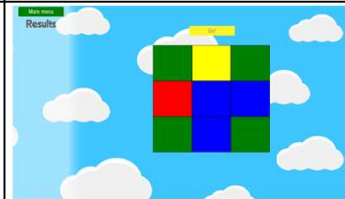
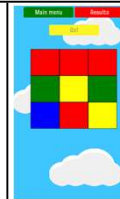
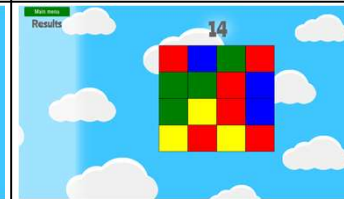
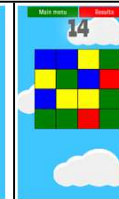
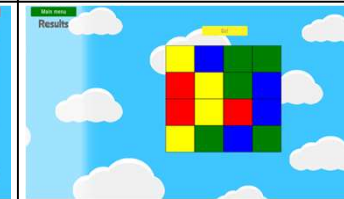
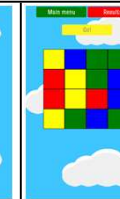


View Pattern game screens

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	
	3x3 grid - with timer		3x3 grid - no timer (go button)		4x4 grid - with timer		4x4 grid - no timer (go button)	
Example Screens ->								
Tests.								
1920 x 1080	Pass		Pass		Pass		Pass	
1600 x 992	Pass		Pass		Pass		Pass	
1536 x 864	Pass		Pass		Pass		Pass	
1366 x 768	Pass		Pass		Pass		Pass	
1280 x 802	Pass		Pass		Pass		Pass	
768 x 1024	Pass		Pass		Pass		Pass	
540 x 720	Pass		Pass		Pass		Pass	
414 x 896	Pass		Pass		Pass		Pass	
414 x 731	Pass		Pass		Pass		Pass	
411 x 823	Pass		Pass		Pass		Pass	
375 x 812	Pass		Pass		Pass		Pass	
375 x 667	Pass		Pass		Pass		Pass	
360 x 720	Pass		Pass		Pass		Pass	
360 x 640	Pass		Pass		Pass		Pass	
320 x 568	Pass		Pass		Pass		Pass	
320 x 480	Pass		Pass		Pass		Pass	

Test History

test 1 - 6/4/2021: first test

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