

Testing methodology

Game 1

- Browser in full screen
- Repeated until a win, draw and lose has happened

Game 2

- Browser filling half screen
- Repeated until a win, draw and lose has happened

Game 3

- Browser only as big as the game UI allows
- Repeated until a win, draw and lose has happened

OS: Windows

Browser: Brave (based on Chromium)

Screen resolution: 2560 x 1440

Notes

? - Rule button working, displays graphics, both the top right X and close button function.

Game function:

YOU BOTH CHOSE PAPER - Should be "You both choose paper"?

Drawing, losing and winning works.

Completing game, animation plays - scores accurate

Game moves with window size, no problems.

OS: MacOS

Browser: Safari

Screen resolution: 3024x1964

Notes



Button appears to have white outline that was not present on Chrome?

Lose bar is a different colour to draw or win bar but not sure if that is a design choice. (both OS)