The issues listed in the table below we identified during the Development phase in late January / early February 2022. Some issues remain with fixes required for future releases.
Where indicated the issue has either been resolved or no further action will be taken at the present time.

Ref	Title	Description	Issue location	Code	Date Identified	Date Resolved	Latest Update
ISS1	Opening screen not covering screen	The modal that greets users to the site is not completely covering the main in-game content behind	Modal Div.	CSS	31/01/2022	01/02/2022	Added 'Top : 0' to CSS styles and ensured the Height and Margin properties were applied correctly.
ISS2	High Score font not using theme	The text within the Header element is not showing the applied CSS styles	In-game Div.	CSS	31/01/2022	01/02/2022	Changes were required to the CSS styles to override the browser attributes for H1 and H2 elements to ensure the look and feel of the website was consistent for users.
ISS3	Users final score not showing on End Game screen	The final result displayed on the pop-up message is 0	Script.js	JavaScript	31/01/2022	01/02/2022	The data the code was referencing was incorrect and required a change within the Sweet Alert function to show the 'result'.
ISS4	Slow page loading time	Lighthouse testing highlighted the initial page loading could be more inline with user expectations	HTML <script>	HTML	07/02/2022	07/02/2022	Following the guidance provided by Lighthouse, the 'defer' attribute was added to both Script tags within the index.html file to delay the loading of JavaScript. This allowed the more critical elements to be prioritised for loading.
ISS5	Content small on 5K screens	Users who are playing the game on a 5K screen would not be able to see the content clearly as it is too small	Stylesheet	CSS	07/02/2022		Media queries being developed to ensure the game is playable on the largest screens. This fix will likely be scheduled for the next release.