Responsiveness Google Chrome Dev Tools								NOTES
	Galaxy S9+	Galaxy S5	Iphone 6/7/8	Iphone X	IPad	IPad Pro	HP Pavillion Laptop 15-cw1xxx 1366 X 768px	HP Compaq LA2006x 1600 X 900px	
Site is responsive >= 700px	n/a	n/a	n/a	n/a	7 edits required	3 edits required	Good	Good	**Ipad:** 1. click card message jumping between pages. 2. Easy/Hard mode font too small. 3. Yellow back card slight show when cards shake upon match. 4. Congrats modal displaying too high in screen. 5. Footer email text too small 6. Game info bottom padding too small. 7. Yellow background width for hard mode button not responsive to screen sizes. **Ipad Pro:** 1. Click any card text too large. 2. Congrats modal displaying too high. 3. Toggle yellow button hard to see with light yellow background.
Site is responsive <699px	4 edits required	4 edits required	1 edit required	3 edits required	n/a	n/a	n/a	n/a	**Galaxy S9+:** 1. Click card message jumping between pages. 2. Click card font too small. 2. Easy/Hard toggle btn font too large. 3. Congrats Modal too low. 4. PlayHow modal height to small. **Galaxy S5** 1. Hero title too low. 2. Game info too low. 3. Turn device text too wide. 4. How to play modal too wide. **Iphone 7:** There's a difference of 10vh between the iphone7 on dev tools and the actual iphone7 screen size. **Iphone X: 1.** Hero Title too low. 2. Game info too small. 3. Congrats modal too big landscape.
Links / URLS work	Good	Good	Good	Good	Good	Good	Good	Good	

| Renders as expected | 1 edit required | 2 edits required | 1 edit required | Good | 1 edit required | Good | Good | | Ipad: 1. If cards match & move from easy to hard the cards disappear. **Galaxy S9+:** 1. If one card clicked in easy & hard then pressed – card remains unflipped. **Galaxy S5:** Card shake upon match too aggressive. Can't start game if top left card clicked first. **Iphone7:** Hard/Easy toggle font blue: should be black. |