REQUIREMENT	FAILED Log	Bug Fix	PASSED Log	Who?
describe task	*mark if Failed*	*describe action taken to fix bug*	*mark Passed*	
Game cellStates state var should store move value when Move button clicked. Failed when Move changed to Img rather than button		Refactored addMove to use getAttribute('value') from Move img object.		Jim
Game: Rocket Ship should move around whole grid. Failing to land in last cell.		Refactored bounds check to use >= rather than > gridSize		Jim
Game: Rocket should stop at Grid left/right boundaries.		added further checks in evaluateMoves to stop evalution of Left/Right moves when at grid bounds		Jim
SpeechBubble should be able to contain an EnterYourName form alongside p tags		refactored SpeechBubble to put strings in p tags and other elements in article tags		
EnterYourName form should pass userName to App state		made EnterYourName a container with state of name, updating when text input changes		