**Notes**

* So far, implementing responsive design is not intuitive at all. No built-in functionality in the software to help with resizing and layout depending on screen size. If possible, needs to be done entirely programmatically. Haven’t figured out how to do this yet as panels don’t resize with the window size 🡪 always stay the same size no matter how small or large window gets.
* Functionality between emulator and web engine is not consistent. E.g.: Buttons were resizing in emulator window as window got smaller but this did not happen in the web engine.
* Noticed during this panel that the full screen option for the window property appears to be bugged. When set to true, both my laptop screen and external monitor is used at once to display the emulator.
* Noticed visual bug during this panel 🡪 sometimes borders of panels disappear and need to constantly zoom in and out to make the re-appear again. Slightly annoying.