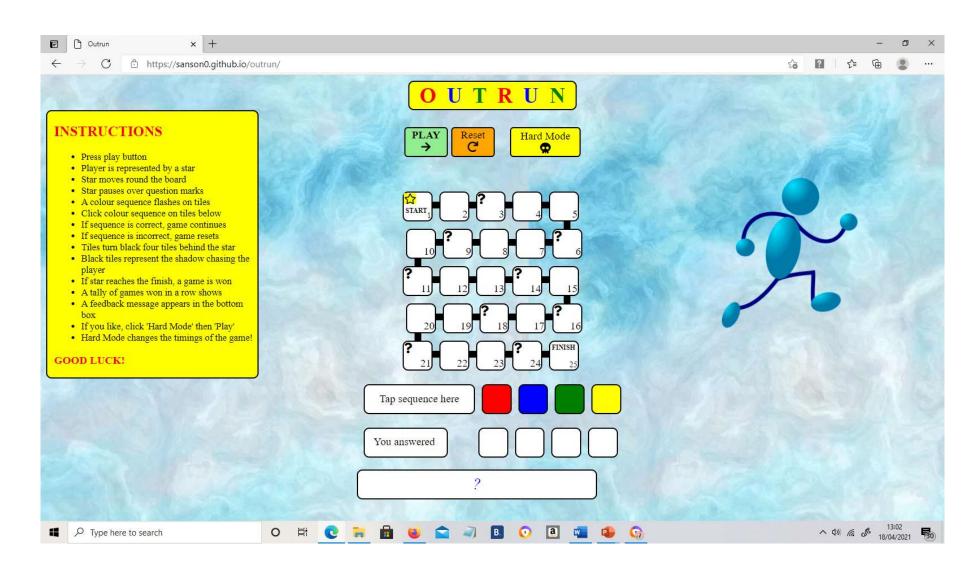
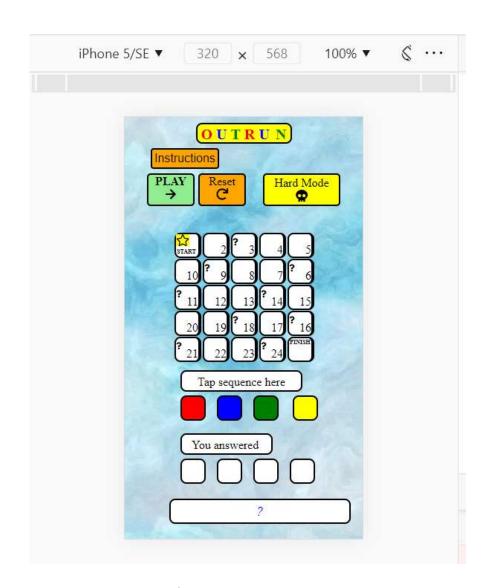
## Responsive design testing

- The screenshots show how the game is displayed on different devices with different screen widths.
- The game has been designed differently for mobile devices compared to iPad and desktop so that it can fit comfortably on a mobile.
- It should be possible to see all aspects of the game required to play it, without scrolling.
- Instructions for playing the game are available in a drop down menu for mobile and iPad views to save space.



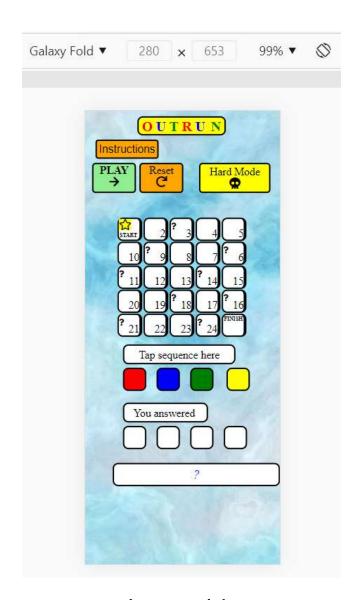
Desktop view



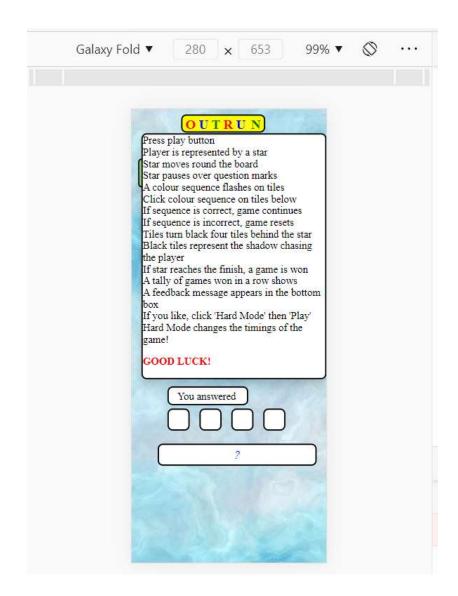
iPhone 5/SE ▼ 100% ▼ OUTRUN Press play button Player is represented by a star Star moves round the board Star pauses over question marks A colour sequence flashes on tiles Click colour sequence on tiles below If sequence is correct, game continues If sequence is incorrect, game resets Tiles turn black four tiles behind the star Black tiles represent the shadow chasing the player If star reaches the finish, a game is won A tally of games won in a row shows A feedback message appears in the bottom If you like, click 'Hard Mode' then 'Play' Hard Mode changes the timings of the game! GOOD LUCK! You answered

iPhone 5 view

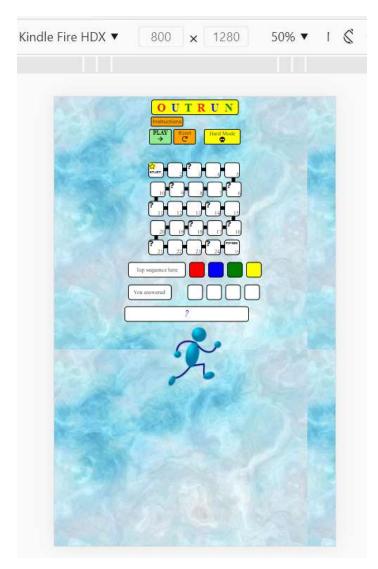
iPhone 5 view with drop down instructions



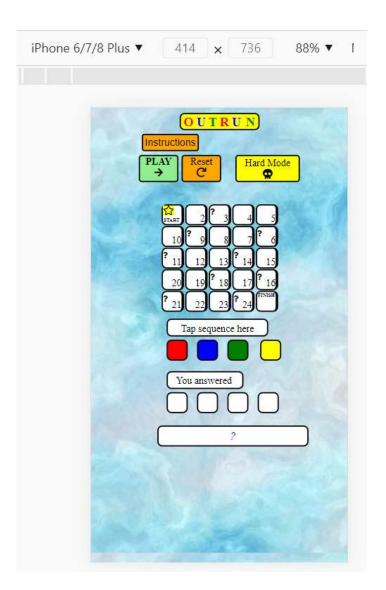
Galaxy Fold view



Galaxy Fold view with drop down instructions



Kindle Fire view



iPhone 6/7/8