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Javascript Team project -- Testing on iOS

Testing with settings:

* iOS 9.3 iPhone 5S
* iOS 9.3 iPad 2
* iOS 9.3 iPhone 6s Plus

The drag and drop of the game draggit didn't work in iOS: the whole screen shifts as opposed to the item touched moving.

All links were checked and they work.

Safari mobile shows the full page by default: it's too small for the screen size on the smaller devices

Rotating the screen works properly

The simulator is very easy to use.











