Skeleton Plane
Desktop

On desktop or landscape-style devices there is not going to be content above or below the game canvas, its height going to be the device usable screen height and any extra content going to be on the side of the canvas.

The Game canvas try to be as big as it can be and its size depends on the device height on desktop, as the playfield is square and the menu is placed on the top of it. So its width going to be device-height minus the menu size and its height going to be its width plus the menu height.

	New Game	Score Best		Music On/Off	
Content	3x3	4x4	The Playfield	5x5	Content