Final Skeleton Plane
For mobile

The game canvas is rendered to the biggest available size of the screen, meaning that on mobile or portrait-style devices the the canvas width is the device width and the canvas height is the device width plus the the menu height.
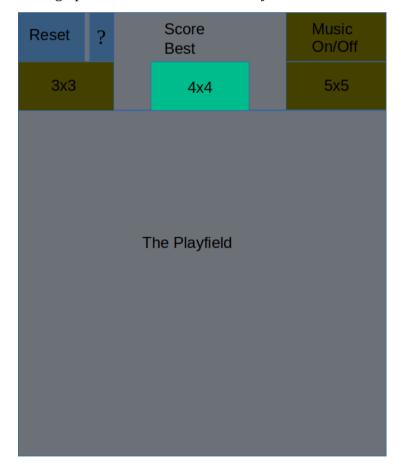
On desktop or landscape-style devices the the canvas size depends on the screen height, so the canvas height going to be the device height and the canvas width equals to the canvas height minus the menu height.

Both devices should have any screen unused by the game canvas going to be unused and get a nice background colour.

The minimal information content about the game going to be shown in a modal popping up at first enetering the site and after anytime the user click on the "?" mark.

The New Game button is replaced by a Reset button, as it is more accurate description to start a new game in the current state.

The skeleton and design plane on a device with exactly the same size as the canvas:

The following design occurs when the device height is bigger than the canvas height:

Reset	?	Score Best		Music On/Off
3x3			4x4	5x5

The Playfield