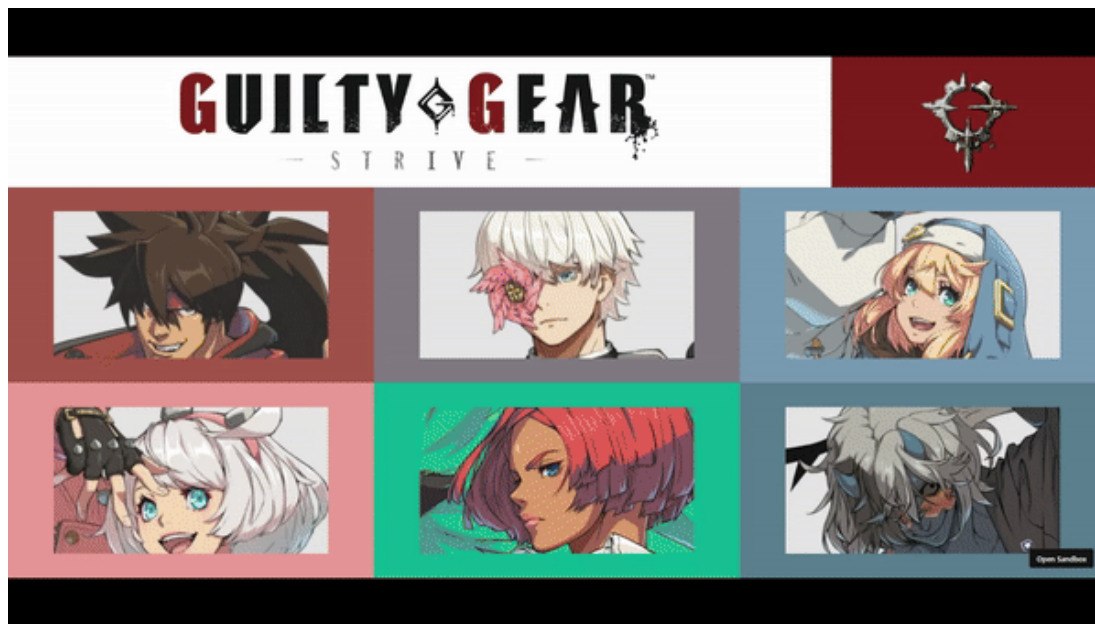# UX Testing + UI Iteration

	User Interface: *How could the styling of elements be changed to make a more visually appealing, clear, and space efficient layout?* *(ex: sizes, colors, fonts, alignment, etc.)*	**User Experience:** *What elements of the user experience could be improved to make the puzzle more fun/satisfying?* *(ex: sounds, hover effects, etc.)*
User 1 Name: *Halima D.*	- Move the Command List to the middle - Make the text + background more visually appealing - Colors of text/background could match with character - Add function to top right button	- Make the second character hover for better experience - Add hover to top right img.
User 2 Name: *Makayla W.*	- Makes the colors in the background more appealing - Make the text easier to read - Try to make the symbol do something	- Add voice lines to all characters - Change cursor when hover over last character - Add a hover to the symbol
User 3 Name: *Oliva M.*	- Try to fix the JS when its responsive - Text could be more spaced out so it's easier to read - Background for each character could be a bit more interesting ex. Add picture	- Add a hover in CSS to the second images that appear - Only one character has voice lines so add a voice line for each character
User 4 Name: *. Gianna O.*	- The phone view moves side to side a bit so try to fix the sizing - Make the text more clear - Command list could fill up the entire column - Maybe make the characters background more personalized	- Add sound when the gif of the characters appear - Maybe remove the symbol if it's not clickable - Make the full body characters have a hover effect
User 5 Name: *Tiana A.*	- Change the full character pictures when its in the table layout to make it like the first character (Sol's pic changes to gif) - Add some space between the text to make it more readable	- Make the blue guy's cursor change to be clickable - Add some voice lines to the gifs - Make the symbol more interactable

UI Before Feedback (Screenshot / GIF)	*What <u>trends</u> did you identify in your feedback?*
	- Make the text more legible and clear - Change the backgrounds of the characters to make it more interesting - Add hovers and cursor changes to the characters - Add voice or sound to the gif of the characters
UI After Feedback (Screenshot / GIF)	*What <u>changes</u> did you make to improve your UI?*
	- Changed the background - Added hovers and cursor changes to all the clickable things - Added voice to all the gifs - Added a function to the symbol - Made the text more legible