



# UX Testing + UI Iteration

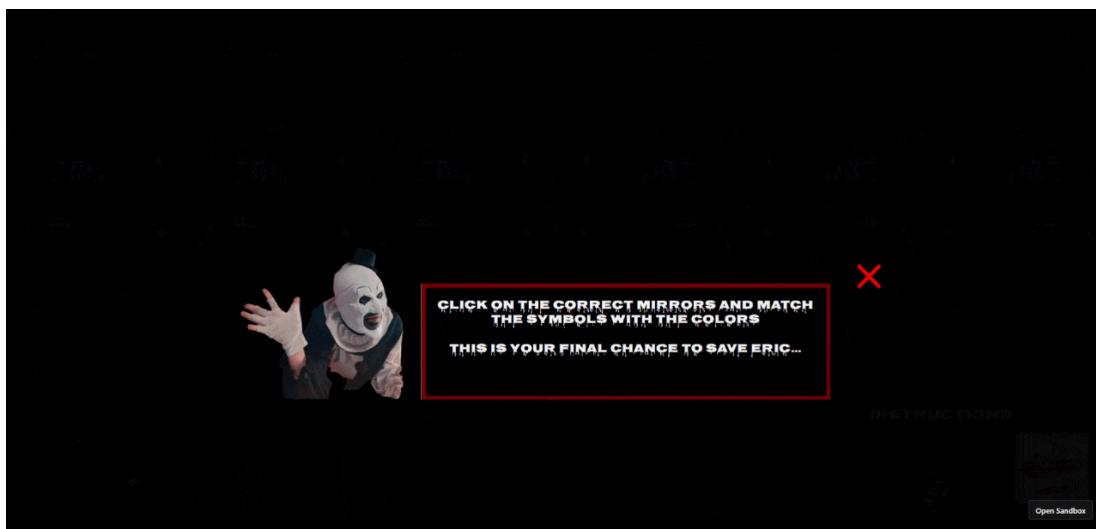
Each Member of Your Team Will Have the **SAME 5 Users** (one member from each of the other teams and one non-CS Pathway student) 

**PUZZLE (Observation Only):** As they solve your escape room where are they clicking when they shouldn't? Where are they getting stuck? What seems too hard or too easy? What types of hints were effective/ineffective?

**NARRATIVE (Ask Out Loud):** How would you describe the story and what is currently happening/happened in this room? What elements of the design (appearance, sound, etc.) could be unified to make this room feel more connected to the other rooms?

<b>User 1 Name:</b> CJ	<ul style="list-style-type: none"><li>Confused at first and didn't click on the lock had to be told where the lock was</li><li>Clicked on all the mirrors at first</li><li>Solved the puzzle at the end</li><li>The inventory/words were somewhat effective but user still needed to be helped a bit more</li></ul>	<ul style="list-style-type: none"><li>Things the design is cohesive</li><li>The overall Art dialogue pop-ups look good</li><li>Also thinks the fonts looks good</li></ul>
<b>User 2 Name:</b> Austin	<ul style="list-style-type: none"><li>Clicks on all the mirrors and then clicks on the hint</li><li>Doesn't match the symbols with the colors but just the symbols</li><li>Seems confused as to the order of the words</li><li>Thinks the hint is useless and suggests changing it</li></ul>	<ul style="list-style-type: none"><li>The story was obvious in each room and clearly followed a story<ul style="list-style-type: none"><li>Eric is kidnapped by Art the Clown and the player is on their way to save them</li></ul></li><li>The design matches with all the other rooms</li></ul>
<b>User 3 Name:</b> Sophia S	<ul style="list-style-type: none"><li>Clicks on the instruction multiple times to understand what to do</li><li>Clicks on all the mirrors first but needs a verbal hint to the inventory</li><li>Eventually did solve the puzzle correctly</li></ul>	<ul style="list-style-type: none"><li>The design for the page matches everyone else's</li><li>Understands the narrative and what's happening in this escape page</li><li>The sound and appearance is good. Suggested to include actual picture of Eric</li></ul>
<b>User 4 Name:</b> Zaydan	<ul style="list-style-type: none"><li>Has to be verbally informed of the inventory</li><li>Confused on the order to put the symbols in</li><li>Didn't struggle too much and solved the puzzle somewhat quickly</li></ul>	<ul style="list-style-type: none"><li>Theme and design was cohesive</li><li>Wasn't too difficult and game looked like it was the carnival theme</li></ul>
<b>User 5 Name:</b> Brian	<ul style="list-style-type: none"><li>Opens the inventory and then clicks on all the mirrors</li><li>Connects the previous words but doesn't understand the symbols</li><li>Keeps messing up the colors and the symbols, mixing them up</li></ul>	<ul style="list-style-type: none"><li>Design were good and liked how you had click on all the things</li><li>Feels like the instructions are a bit unclear</li><li>Understand the narrative of what's happening and general idea of what to do</li></ul>

### UI Before Feedback (GIF recorded with [Chrome Capture](#))



*What trends did you identify in your feedback?*

- Did not know the inventory collected all the previous words
- Players were confused on if the solved based on the order of the words or the symbols and colors
  - Would quickly exit the instructions and then be confused as to what to do
- Using the inventory as a hint doesn't seem to be effective

### UI After Feedback (GIF recorded with [Chrome Capture](#))

*What changes did you make to improve your puzzle UI?*

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    Fall 2015 CS Pathway Class - POL Information Fall 2015 - Preview - nodebox - CodeSandbox was updated - GitHub - Jocelyn Vazquez - Phase I - SENIOR HONORS Google - 25-26 CS Pathway Class - Hub - Government... - DVC Weekly Schedule - All Bookmarks
    Da Vinci Schools English Retro Games Financial College Staff Government College Staff davinci SENIOR HONORS Google JocelynVazquez - C...
    https://ncfvsj.csb.app/
    CodeSandbox | Feedback | Sandbox | jocelyn.vazquez / Drafts / Mirror Escape room - JV - VS Code | Share | Fork | Open in a new tab, or use CTRL + CLICK to open in a pop-up.

    EXPLORER ... nodebox.js styles.js scripts.js ...
    SAVIORINFO
    NOSEBOX
    images
    - unlock.png
    dialogue.png
    furniture.png
    groundfloor.png
    helpNotes.png
    instructions.png
    inventory.png
    joke.png
    lockedbox.png
    maniac1.png
    maniac2.png
    miniball.png
    partyHall.png
    skull.png
    trap.png
    within.png
    sounds
    index.html
    package.json
    prettier.config.json
    style.css
    DEPENDENCIES
    Search...
    O OUTLINE
    CodeSandbox - Sandbox (Web) 30% 98% Open preview | Layout View X

    function read() {
      var fs = require('fs');
      fs.readFile('script.js', 'utf8', function (err, data) {
        if (err) {
          return console.log(err);
        }
        document.getElementById("lockedbox").play();
        document.getElementById("lockedbox").volume = 1.0;
      });
    }

    function playlocked() {
      document.getElementById("lockedbox").play();
      document.getElementById("lockedbox").volume = 1.0;
    }

    function playspooky() {
      document.getElementById("mirron").pause(); // stop previous audio
      document.getElementById("mirron").currentTime = 0;
      document.getElementById("mirron").play();
      document.getElementById("mirron").volume = 1.0;
    }

    function playspooky() {
      document.getElementById("spooky").play();
      document.getElementById("spooky").volume = 0.5;
    }

    function getkey() {
      document.getElementById("key").style.display = "flex";
      document.getElementById("lock").style.display = "none";
    }

    function finalescape() {
      window.location.href = "https://y5pd9h.csb.app/";
    }

    // Modals
    function showElement(ID) {
      document.getElementById(ID).style.display = "flex";
    }

    function hideElement(ID) {
      document.getElementById(ID).style.display = "none";
    }

    function changeSymbols(elem) {
      console.log(x);
      elem.src = symbols[x];
      x++;
      if (x == 6) {
    
```

- Changed the instructions
  - Made them more specific
- Added a 5 second waiting time until the “X” pop-up so the user has to read instructions
- Added an alert when the order is incorrect