UX Testing + UI Iteration

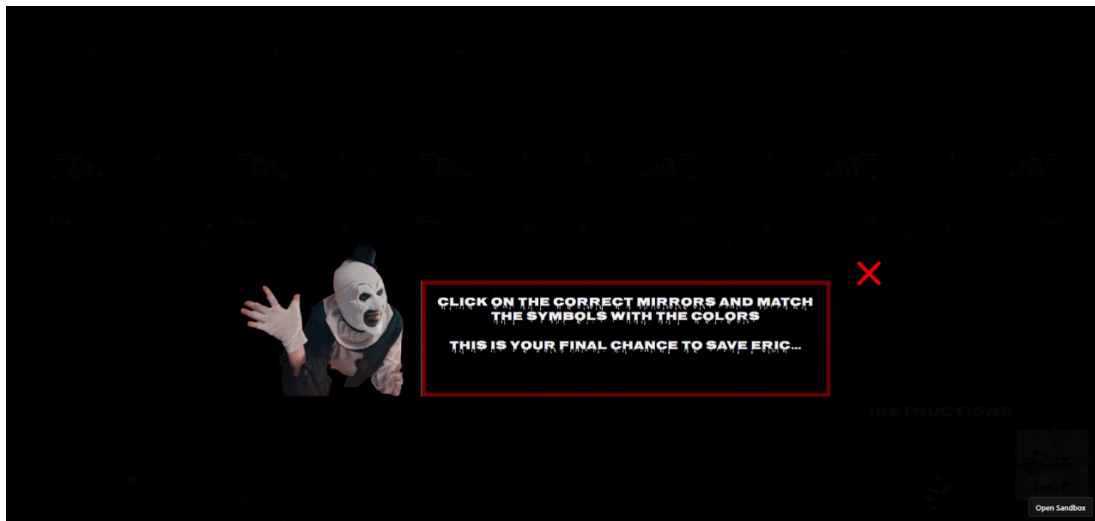|	**LOGIC:** *Click around the page and try to solve the puzzle. Explain the puzzle you are solving and talk out loud when you are stuck.*	**INTUITIVENESS:** *Was the puzzle too easy or too hard? How could the puzzle difficulty be adjusted to make it more intuitive and enjoyable?*	**JOY:** *What elements of the UX could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)*

User 1 Name: Makayla	● Is clicking around the mirrors, correctly solving the puzzle using information from previous space room pages
	● Got stuck at the beginning and had to read instructions a few times
		● Move close button to dialogue box
		● Make the colors more obvious for the symbols
		  ● Add some sound when they get the correct symbol
		  ● Add hint about the colors of the symbols
			● Make the inventory more obvious
			● Add the hover effect on the "check" button and make it transform larger
			  ● Move the close button closer to the mirror modals

User 2 Name: Olivia	● Clicking on the symbol, when they aren't supposed to ● Had some difficulty reading the words ● Solved the puzzle	● Make the matching color part of the puzzle ● Connect the puzzle to words more clearly ● Puzzle isn't too difficult but was a bit confusing at first	● Should put error sound for the wrong and answer ● right sound sound if its correct. ● Add some kind of circus sound for the atmosphere
User 3 Name: Tiana	● Clicking on every mirror and then clicking on the lock ● Not really paying in mind the words ● Have the hint more obvious, a bit confused ● Not noticing you have to match the colors <u>and</u> symbols	● The puzzle was a good difficulty ● Could add a hint to make it a bit easier ● At first it was confusing and didn't know where to stop	● Change the color of the hovers to make it look cooler ● Some circus music ● When switching to final scene have some kind of boss music ● Include the final phrase when unlocked ● When instructions pop up could have the words collected pop up
User 4 Name: Halima	● Clicking around but only matching the symbols ● Confused on how to solve the puzzle at first and didn't match the colors	● The puzzle will make sense ● Puzzle is enjoyable and pleasing ● Perfect level of difficulty	● Everything looks nice and it looks like a room ● Likes the chest on the bottom

UI Before Feedback (GIF recorded with Chrome Capture)	What _trends_ did you identify in your feedback?
	- Didn't realize you have to match the colors <u>and</u> symbols, also the words received in previous escape rooms are supposed to be a hint - Also clicking on the symbol when they weren't supposed to - Add sounds
UI After Feedback (GIF recorded with Chrome Capture)	What _changes_ did you make to improve your puzzle UI?
	- Added sounds - Included the inventory images - Changed the color of the hovers so the mirrors become brighter - Added a "help" image to help users know its a hint