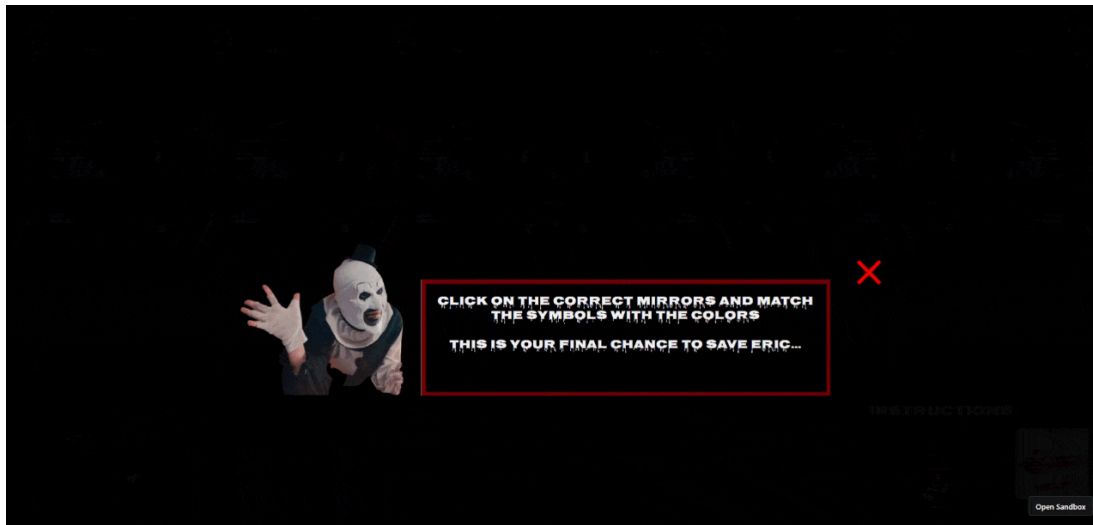


# UX Testing + UI Iteration



<b>Each Member of Your Team Will Have the SAME 5 Users</b> (one member from each of the other teams and one non-CS Pathway student) 📌	<b>PUZZLE (Observation Only):</b> <i>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?</i>	<b>NARRATIVE (Ask Out Loud):</b> <i>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?</i>
<b>User 1 Name: CJ</b>	<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: Austin</b>	<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: Sophia S</b>	<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: Zaydan</b>	<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: Brian</b>	<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](#))

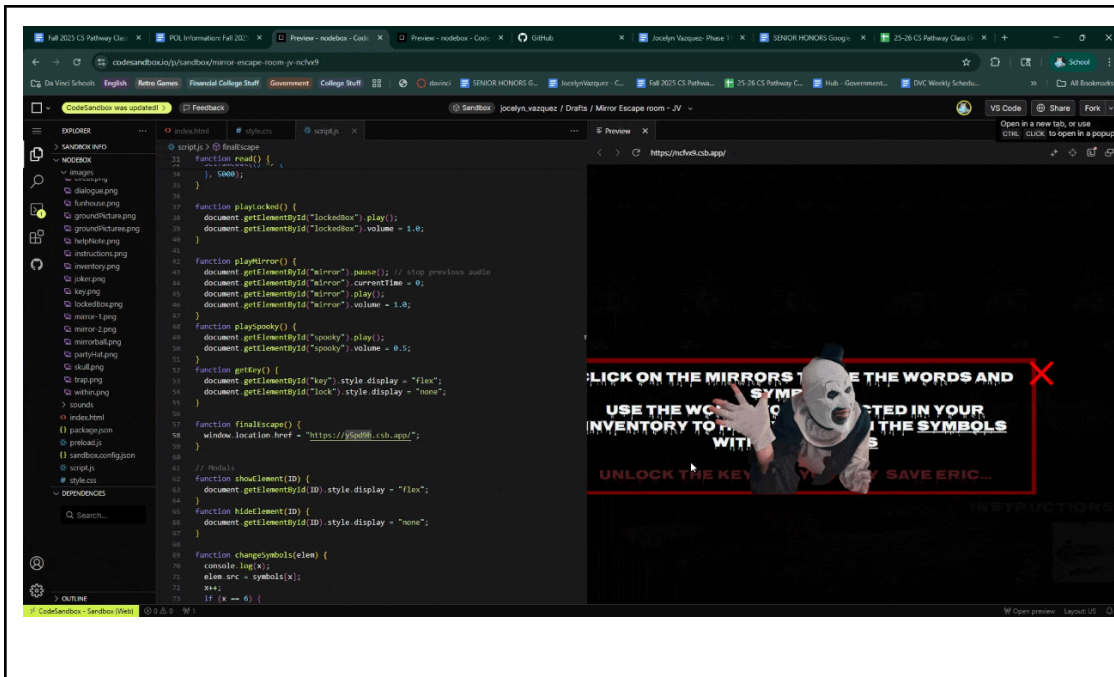


## What trends did you identify in your feedback?

- 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?



- 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