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: *Kai L.*	- Add background or something to make images stand out more - Lot of space inbetween clothes - Repetition of background is "ugly chat"	- Add a reset button - Make cartman not float in mobile position - Fill white space when in mobile
User 2 Name: *Cris H.*	- Background →there should be a closet - Retouch images "get better at photoshop" - Hand and cartman - Thinks it "silly"	- Reset button - When click on item there should be sound displayed - Change song with each different combination - Make background also change with each combination
User 3 Name: *Emily M.*	- Move clothes more to center - Make images stand out more	- Add reset button alongside the check mark - Less transparent when clicked on
User 4 Name: *Tiana A.*	- Like a lot a variety - Put boxes to outline items	- Sound should be lowered - Add different sounds for each combination
User 5 Name: *Emiliano*	- Make clear what websites does - Make cartman one size on all combinations	- Add reset button - Change song to "poker face"

UI Before Feedback (Screenshot / GIF)	What _trends_ did you identify in your feedback?
	- Make items stand out more to the background - Too much space in between items → bring more to center - Have cartman stay the same size throughout combos - Change songs along with combination
UI After Feedback (Screenshot / GIF)	What _changes_ did you make to improve your UI?