UX Testing + UI Iteration

Each Member of Your Team Will Have the SAME 5 Users (one member from each of the other teams) 👇	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?*

User 1 Name: Aniya	● Make close out bigger on holly and lewis
	● Make which sequence more obvious→ had trouble with figuring out which sequence
	● Clicked the animation twice→ could be a problem later on
	● Holly modal is too small
	● Modify the "encouragement" to fit the style of the room better
		● Thought she died not the other character
		  ○ Animation/Holly intro could do better job to communicate that
		  ○ Make lewis/characters around react
		● BUSS = likes the plot twist
		● Thought it was a trusting game→like true or false (someone is correct type of game)
		●

User 2 Name: Jayden	● Clicked on gus the first time
	  ○ After a while figured out that the clickable class is shifting form one to the next
	● Make exit out bigger had trouble with getting out of modals
	  ○ Make it that users can actually click on modal to exit out of it
	● Noticed the clickable class only for gus tho
	● Make it more obvious users has to click on the final scene
	● Get rid of things surrounding modals
		● Giggled at death scene
		  ○ Death scenes seem goofy
		● Likes ours the best→really like the theme
		  ● Thought it was a trusting game→like true or false (someone is correct type of game)
		● Add filter over inactive sequences
		● Make holly scene longer/more memorable
		● Really like animations

User 3 Name: Kai Lo.	● Didnt see exit on the holly modal ● Initially clicked on the arrows ● Thought that the people were lying not thought it was those true or false game) ● Kept guessing through the game, wouldn't look at the modals ● Add more arrows/sequences to make more difficult and not guess or dircreations ● Make exit bigger ○ Fix custom cursor	● Has words to say ● Very easy ● Need to make sebastian the killer more obvious ●

User 4 Name:	• • •	• • •
User 5 Name:	• • •	• • •

UI Before Feedback (GIF recorded with Chrome Capture)	*What <u>trends</u> did you identify in your feedback?*
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UI After Feedback (GIF recorded with Chrome Capture)	*What <u>changes</u> did you make to improve your puzzle UI?*

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