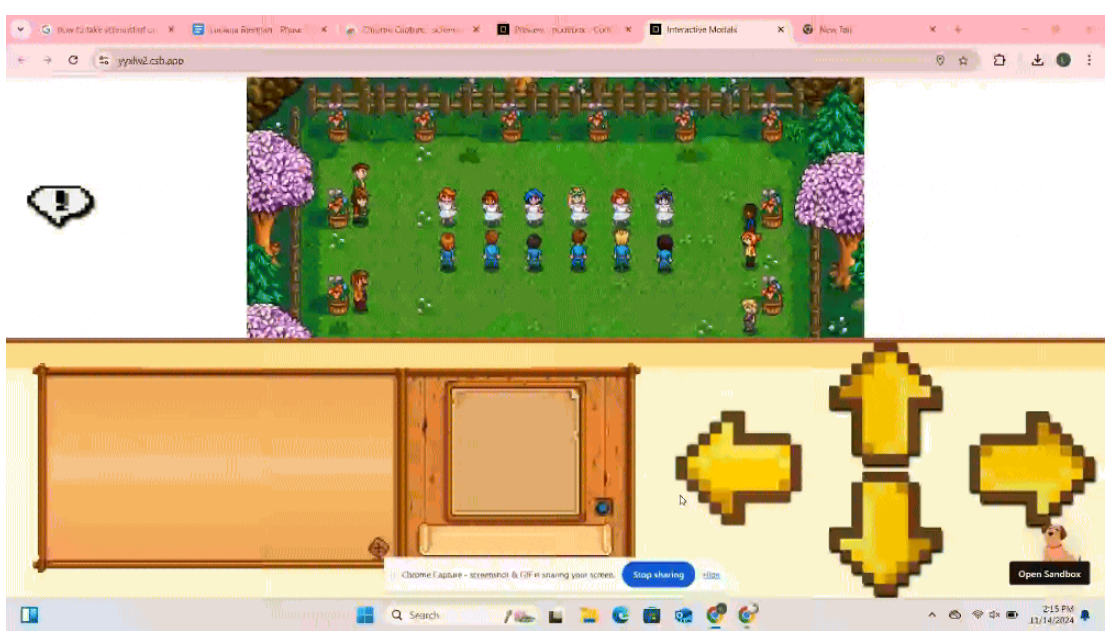# UX Testing + UI Iteration

	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: Ryan	• Obvi fix background, add sound effects • Add names of characters • Make thought bubbles pop up with characters associated • Show a change in the flower dance image • Fix grammar mistakes	• Thought puzzle is a little easy • More interesting to add sounds and moving pieces • Fix all cosmetic things	• For intro make arrows appear after intro → made • Make instructions appear like modal instead • Check out mira's layout with instructions on one site then create separate for game
User 2 Name: Bela	• Saw thought bubble last than everything else • Fix grammar erros • Add names of chracters	• There might be some click errors with arrows ○ Sometimes wouldn't click correctly • Thinks puzzle is easy and could add timers	• Obvi fix image and thought bubbles lined up • Add farmer character • Add sounds • Hovers work effectively
User 3 Name: Mira	• Confused and clicking around page before clicking thought bubble • Like pop up after each sequence •	• Way too easy • Make the thought bubbles pop up all at the say times • Make alex give hints or like the final factor	• Line up thought bubbles with character associated • Add farmer • Obvi fix background • Maybe add notes/bullten board to black space • Add sound to when clicked and talking noises • Character names and
User 4 Name:Cris	• Clicks arrows auto matically till realized had to click thought bubble • Didnt pay attention to instructions • Very confused at start	• Too easy • No timer • Add more buttons like diagonal • After character says something make the image go away	• Was confused by layout bc of thought bubble in the beginning • Add sounds when click on arrows

	● Fix punctuation		
User 5 Name:	● ● ●	● ● ●	● ● ●

What <u>trends</u> did you identify in your feedback?

- Majority said the cosmetics needed to be fixed which i knew but didn't have time to work on it
- Said it was too easy and needed either a timer, or make all thought bubbles pop up at the same time
- Add sound effects to the arrows
- The flower dance image the background and have the dialogue pop up as modal
- With layout changes I can make the game harder for users
  - Fix punctuation

What <u>changes</u> did you make to improve your puzzle UI?