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 page more intuitive and more fun/satisfying?* *(ex: sounds, hover effects, press effects, etc.)*
User 1 Name: *Liyah*	● The color of the font blends in with the background ● Arrows could have a drop shadow just to match all the other elements - same with the text ● Also, remove the text that is cut off at the bottom, maybe make the font smaller or increase the vh, kind of making it scroll	● Make the left arrow appear once the right one is clicked, so that there isn't just a floating button, and add sound ● Adding a click sound to elements could make the page more satisfying
User 2 Name: *Cooper*	● Change the font color so it doesn't blend with the background ● Try to make characters on the left and right side, then both texts in the middle	● Make the sound for the logo shorter ● Add sound to the arrows when pressed ● Add sound to Freddy, Bonnie, Chica, and Foxy when clicked (along with text appearing) ● When hovering, Foxy gets cut off on the left side of the screen
User 3 Name: *Auria*	● Change font color so it doesn't blend in with the background ● Make Bonnie's shadow brighter	● Add sound to arrows when clicked ● Add scary/sound effect to characters when clicked
User 4 Name: *Ethan*	● Change font color or background so they don't blend ● For mobile, change font size to be bigger ● Make desktop font size 1-2 sizes smaller	● Add multiple sounds to fnaf logo ● When a character is clicked, the actual photo changes to another photo ● Maybe add different kinds of hover effects for each image, like the easy button challenge
User 5 Name: *Aidan*	● Change white font color to red ● Freddy and Foxy are a little to close to the edge ● Make font size a little bigger for Freddy on homescreen to fill it out more	● Add more sounds throughout the project when things are clicked ● When the FNAF logo is clicked a certain number of times(randomizer), then it should play a jumpscare ● Change the shadow color for characters

UI Before Feedback (Screenshot / GIF)	*What <u>trends</u> did you identify in your feedback?*
Only sound on the FNAF logo and the jumpscare GIF	● Change the font color from white because it blends in with the black and grey background, and change the font size ● Add sound when the arrows are clicked ● When characters are clicked, add more effects instead of just text appearing (sound and character change)
UI After Feedback (Screenshot / GIF)	*What <u>changes</u> did you make to improve your UI?*
Freddy, Bonnie, Foxy, & Chica all play sounds when they are clicked **Left & Right arrow- play sound when clicked** **Both GIFs, when played, also play sound**	● Changed the font color to red so it doesn't blend in with the background ● Added sound when arrows are clicked and changed the hover and click effects ● Added sound when characters are clicked (along with text appearing) ● Added a feature where, when the FNAF logo is clicked a certain number of times(randomizer) out of 15, then it plays a different jumpscare gif ● Make sure that when another sound plays while another sound is already playing, the first sound immediately stops.