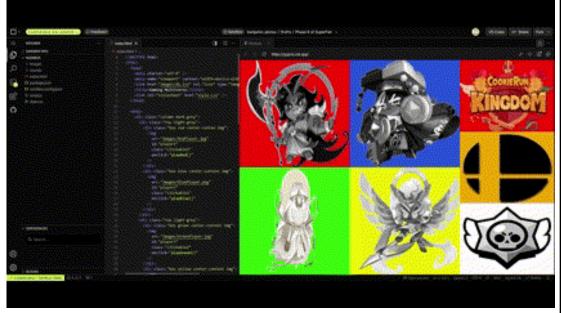# UX Testing + UI Iteration

	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: *Noah Zambrano*	- Don't need to change the layout - Like how the black and white in the beggining - Make the divs black and white until hovered over	- Make it so that sounds play one at a time - Make it so that all the gaming icons pop up (optional) find clear images
User 2 Name: *Eric*	- Make the images not stretch but just centered inside of the divs - Make them stay the same shape when smaller because they shrink when they get smaller	- Likes how the hover effects of the games that make them rise - Brawl stars don't have the same effect as the other games make it the same - Make sure there is no scroll because the images get bigger than the div they are inside of - Make it so that only one sound plays at a time
User 3 Name: *Jared Garcia*	- Likes when you hover over the characters they get color - Add backgrounds to the characters from their own games - Make the smash ball get color like with the brawl stars symbol	- Add effects to the characters when you hover over them like a rotate or something - Like how they all have colors when you hover over them - Make the images smaller so that the spacebar doesnt appear
User 4 Name: *David Diaz*	- Really like how when you click on diff logos the characters pop up it works really good, and the layout is good - Make it so that the logos and make it just be the logos (white background) - Give a background for each character	- Have a sound when you click on the logos (theme of each game) - Click on a character something else happens like along with the audio like change the image

User 5 Name: Orion	● Make it so that sounds don't overlap ● Shorten out the audios for each character ● Give each character their own unique background	● Have the theme songs play for each theme game ● Make the backgrounds unique for the characters ● Make the images clearer for the mobile

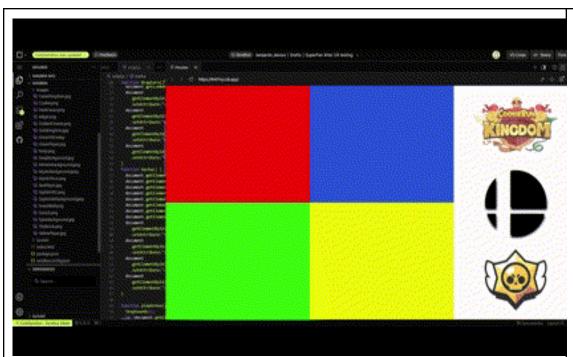| **UI Before Feedback** (Screenshot / GIF)	*What <u>trends</u> did you identify in your feedback?*
	● Trends I notice on my feedback are to change the images and effects on the game icons such as, make the images not too big, make the brawl star icon be the same effect, and make the character images clear ● I also notice to change the background for characters ● I also notice that many people wanted it so that one song played at a time ● ●

UI After Feedback (Screenshot / GIF)	*What <u>changes</u> did you make to improve your UI?*

- I changed the images to make them more clear and not stretch when moving the screen smaller
- I changed hte images side so no scroll pops up
- I added backgrounds for each character
- I made it so that only one sounds plays at a time
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