



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: Jared G.	<ul style="list-style-type: none">Label the squares on the lock with the corresponding numbers on the hintPretty direct, knows what to do in the puzzle	<ul style="list-style-type: none">The puzzle isn't too difficult	<ul style="list-style-type: none">Make the font in the modal more centeredMove the X for the modal
User 2 Name: Zaydan	<ul style="list-style-type: none">Likes the hint I usedHad an easy time with the puzzle	<ul style="list-style-type: none">Pretty interesting puzzleRemove the last part of the hint to make it less obvious	<ul style="list-style-type: none">Simple and intuitiveMakes the notes biggerLock and note sound effectDoor open SFXAdd ambience to make it spooky
User 3 Name: Yuly	<ul style="list-style-type: none">A little confused on the hint partA little confused on the lock font also	<ul style="list-style-type: none">Not too difficult but not too hard eitherMake the hint more aligned letter wiseMaybe some way to reword the hint, not make it as obvious	<ul style="list-style-type: none">Likes the font used for the hintAdd more sound design, make it more immersiveAdd sound to change lettersAdd screams when door is clickedMake notes bigger
User 4 Name: Djamal	<ul style="list-style-type: none">The order of the list has something to do with the codeUnderstands the lock puzzle	<ul style="list-style-type: none">Remove the hint and try it with someone outside of the groupGood medium difficulty puzzle	<ul style="list-style-type: none">Change the font. No likesThe code to the lock is very poeticAdd sound when you solve the puzzleSome sort of nighttime ambience during the text wall at the endAdd a knocking sound to the trap door before you enter

User 5 Name: Danny	<ul style="list-style-type: none"> Seems to understand the puzzle easily Knows what to do • 	<ul style="list-style-type: none"> Easy to understand where to move and all of that Remove the capital letters hint. Make it more of a logic-esque puzzle • • 	<ul style="list-style-type: none"> Pretty nice and likes it Immersive Ambience in the room Also making paper and lock noises when clicked •
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UI Before Feedback (GIF recorded with [Chrome Capture](#))



What trends did you identify in your feedback?

- Remove or reword the last part of the hint to make it harder to solve
- Adding more Sound effects to my website to help immerse the player
- Bigger Image sizes
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UI After Feedback (GIF recorded with [Chrome Capture](#))

What changes did you make to improve your puzzle UI?



- Made images I thought needed to be sized better, sized better (Notes, Letters on lock)
- Add more sound effects to help immerse player (Lock, Note, Escape ambience, room ambience)
- Removing last part of hint to make puzzle less obvious
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