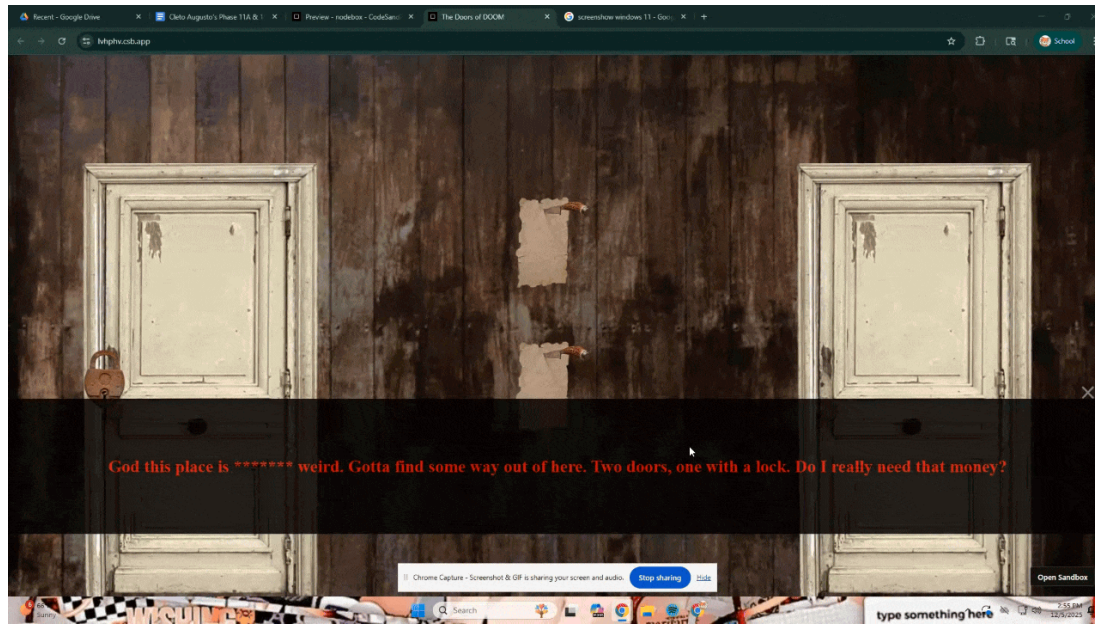# UX Testing + UI Iteration

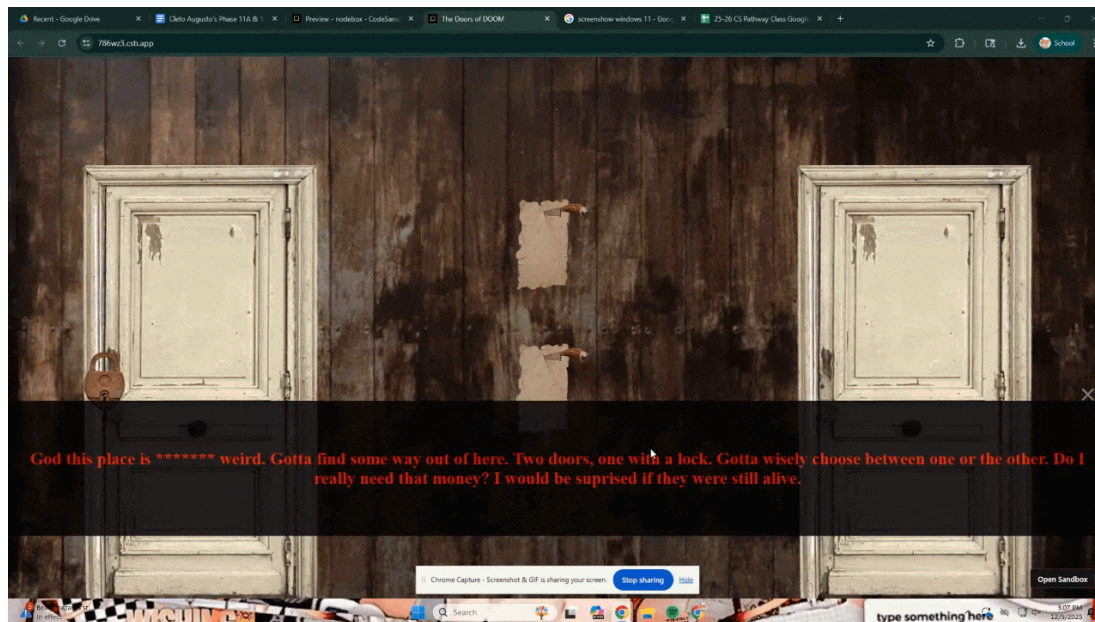| Each Member of Your Team Will Have the SAME 5 Users (one member from each of the other teams and one non-CS Pathway student) 👇	PUForever (Observation Only): As they solve your escape room where are they clicking when they shouldn't? Where are they getting stuck? What seems too hard or too easy? What 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: Austin N.	● Starts by opening the hint at the top first ● Clicks the bad door first and doesn't solve the puzzle first ● Seems to get the puzzle easily without the last part of the hint	● Make the bad door more obvious ● Make both doors locks
User 2 Name: Olivia	● Clicks the hint for the door lock first ● Easily understood the hint and figured out the lock ●	● I need to move the x for the text box cause they accidentally clicked on the trap door ● Fix the bugs ● Make a little text about choosing the door wisely
User 3 Name: Shelby	● clicks the grocery list first ● Seem to get hint easily ●	● Make the other door a little less motivating to click ● ●
User 4 Name: Daramola	● ● ●	● ● ●
User 5 Name: Kai Y.	● Click on the hint of the room first ● Clicked back and fourth a little bit ● Took a while but seemed to understand puzzle ● Fix spelling errors ● Add a little bit of dialogue to make the choice more impactful	● Choose one door to escape the room ● Thinks were trying to rob the house ●

UI Before Feedback (GIF recorded with [Chrome Capture](#))	What _trends_ did you identify in your feedback?
	● Fix spelling errors ● Add dialogue to make the choice more impactful ● ● ●
UI After Feedback (GIF recorded with [Chrome Capture](#))	What _changes_ did you make to improve your puzzle UI?
	● Fixed the spelling errors in my text ● Added dialogue to make the decision between both doors more important ● Added some ambience for suspence/tension ● ●