



UX Testing + UI Iteration

INTUITION: Based on the layout of the page, describe what you think the puzzle will be and how the user should solve it. Why do you think that?				DESIGN: How should styling (sizes, colors, fonts, alignment) be changed to make a more visually appealing, clear, and space efficient layout? Does the page match the mockup that was made in the team slides?	Custom Question: What is something you want feedback on? Write your own question here!
User 1 Name: Jared	<ul style="list-style-type: none">I believe that I have to click on the two notes, and have the option to choose between two doorsThe one I pick lock is probably the one for freedom, but the second seems unlocked / Should allow for the second door option to click to happen once the notes are read first.	<ul style="list-style-type: none">I really like the images that were chosen for the two doors and the background image, they flow well together. I like the bloody background for choosing the wrong door and the voice recorder. Maybe, change the image of the note for that room, you can use ai maybe to make it bloody to match the room		<ul style="list-style-type: none">What do you like about the wall background in specific?	
User 2 Name: Djamal	<ul style="list-style-type: none">In the room with two doors, I think the puzzle will involve a clue from the notes.In the bloody room, I think the clue to getting out will involve the tape recorder.	<ul style="list-style-type: none">I love the design of the bloody room, but I think the background image's quality could be better.The entire layout of the door level goes with our overall theme perfectly		<ul style="list-style-type: none">	
User 3 Name: Zaydan	<ul style="list-style-type: none">	<ul style="list-style-type: none">Change the backdrop on room 2Make the lock in room 1 a bit smallerChange the backdrop of room 1Add sounds to things like picking up a note, opening a lock, etc.Change the room 2 background		<ul style="list-style-type: none">	

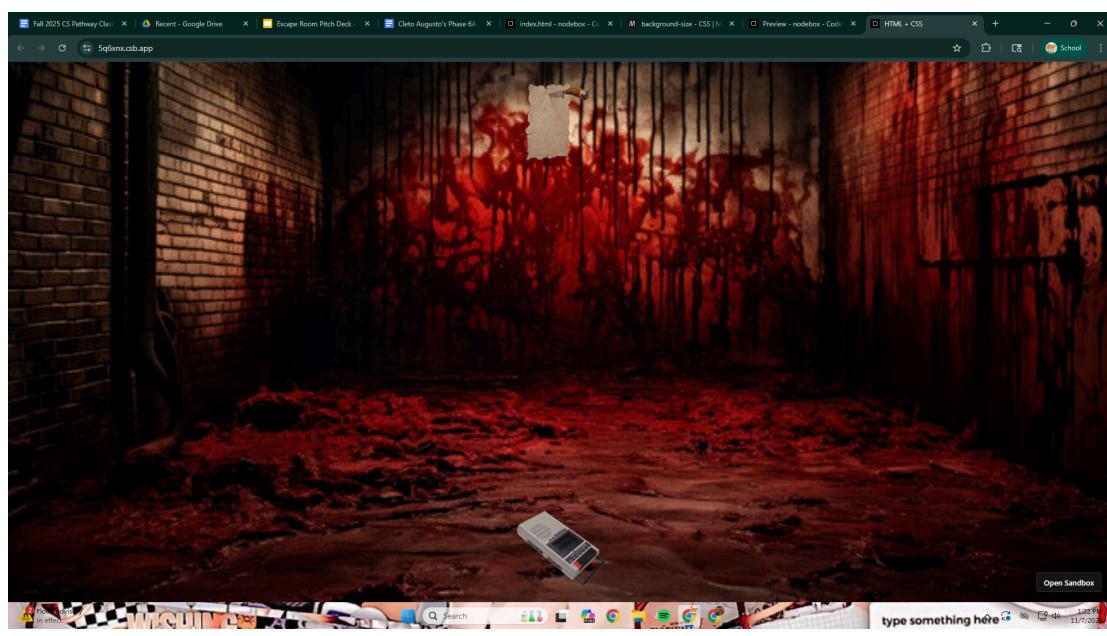
User 4 Name: Jordan	<ul style="list-style-type: none"> • • • 	<ul style="list-style-type: none"> • Instructions on how the puzzle will work • Everything is laid out, and you'll know what to do • A little more direction puzzle-wise • Add some music later on • Likes the atmosphere • Make the doors touch the bottom of the page 	<ul style="list-style-type: none"> • • •
User 5 Name: Austin	<ul style="list-style-type: none"> • • • 	<ul style="list-style-type: none"> • Likes the layout of the room • Add some floor • Offset X and Y positions of doors • Attach a string to the top image 	<ul style="list-style-type: none"> • • •

UI Before Feedback

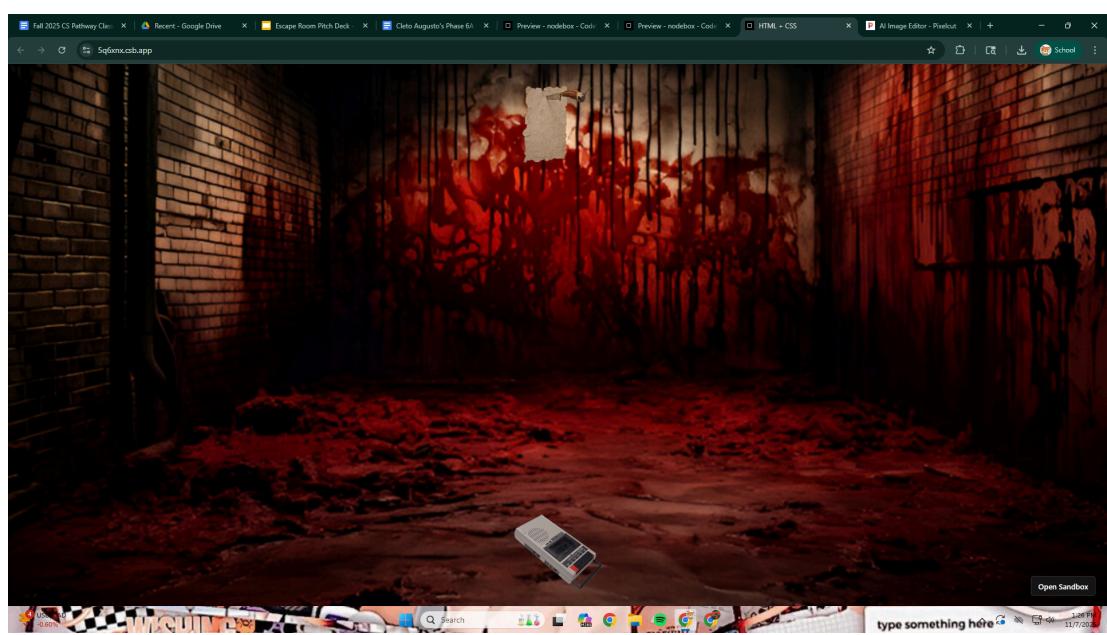


What trends did you identify in your feedback?

- There wasn't necessarily any trends I saw
- There was a bit of a trend with the room 2 background to make it look better



UI After Feedback



What changes did you make to improve your UI?

- Make the doors touch the bottom of the page
- Make the lock in room 1 a bit smaller
- I love the design of the bloody room, but I think the background image's quality could be better.
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