

# UX Testing + UI Iteration



	<b>LOGIC:</b> Click around the page and try to solve the puzzle. Explain the puzzle you are solving and talk out loud when you are stuck.	<b>INTUITIVENESS:</b> Was the puzzle too easy or too hard? How could the puzzle difficulty be adjusted to make it more intuitive and enjoyable?	<b>JOY:</b> What elements of the UX could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)
<b>User 1 Name: Jared G.</b>	<ul style="list-style-type: none"> <li>Label the squares on the lock with the corresponding numbers on the hint</li> <li>Pretty direct, knows what to do in the puzzle</li> <li></li> </ul>	<ul style="list-style-type: none"> <li>The puzzle isn't too difficult</li> <li></li> <li></li> </ul>	<ul style="list-style-type: none"> <li>Make the font in the modal more centered</li> <li>Move the X for the modal</li> <li></li> </ul>
<b>User 2 Name: Zaydan</b>	<ul style="list-style-type: none"> <li>Likes the hint I used</li> <li>Had an easy time with the puzzle</li> <li></li> </ul>	<ul style="list-style-type: none"> <li>Pretty interesting puzzle</li> <li>Remove the last part of the hint to make it less obvious</li> <li></li> </ul>	<ul style="list-style-type: none"> <li>Simple and intuitive</li> <li>Makes the notes bigger</li> <li>Lock and note sound effect</li> <li>Door open SFX</li> <li>Add ambience to make it spooky</li> </ul>
<b>User 3 Name: Yuly</b>	<ul style="list-style-type: none"> <li>A little confused on the hint part</li> <li>A little confused on the lock font also</li> <li></li> </ul>	<ul style="list-style-type: none"> <li>Not too difficult but not too hard either</li> <li>Make the hint more aligned letter wise</li> <li>Maybe some way to reword the hint, not make it as obvious</li> </ul>	<ul style="list-style-type: none"> <li>Likes the font used for the hint</li> <li>Add more sound design, make it more immersive</li> <li>Add sound to change letters</li> <li>Add screams when door is clicked</li> <li>Make notes bigger</li> </ul>
<b>User 4 Name: Djamal</b>	<ul style="list-style-type: none"> <li>The order of the list has something to do with the code</li> <li>Understands the lock puzzle</li> <li></li> <li></li> </ul>	<ul style="list-style-type: none"> <li>Remove the hint and try it with someone outside of the group</li> <li>Good medium difficulty puzzle</li> <li></li> </ul>	<ul style="list-style-type: none"> <li>Change the font. No likes</li> <li>The code to the lock is very poetic</li> <li>Add sound when you solve the puzzle</li> <li>Some sort of nighttime ambience during the text wall at the end</li> <li>Add a knocking sound to the trap door before you enter</li> </ul>

<b>User 5 Name: Danny</b>	<ul style="list-style-type: none"> <li>• Seems to understand the puzzle easily</li> <li>• Knows what to do</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>• Easy to understand where to move and all of that</li> <li>• Remove the capital letters hint. Make it more of a logic-esque puzzle</li> <li>•</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>• Pretty nice and likes it</li> <li>• Immersive</li> <li>• Ambience in the room</li> <li>• Also making paper and lock noises when clicked</li> <li>•</li> </ul>
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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

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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