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) 👇	PUZZLE (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: Olivia	- Head towards the hummingbird first. - The prime numbers have a tendency not to be looked at thoughtfully. - Knew it involved addition and that the answer was 5. - Struggled with the combination lock and believed that the password was 5555. - Even after the decimal, it was confusing. I believed that the dot was multiplication	- She was confused about what the plot was - All the fonts could match.
User 2 Name: Austin	- Immediately knew it was an addition with the word sum - He asked himself, "Which prime numbers are there?" 2+3 = 5, understands 5. Clicking 5 on the first one or the 5 on the last one. Only clicking 5 to be on the first one and the fifth. Not considering clickiking throughout every single row just yet. 5555	- Make the dot/decimal point more visible - Or remove the decimal point
User 3 Name: Shelby	"So much work" (Shelby 2025) - He solved it - Had to discover the decimal to solve it.	Trapped and trying to get out of the house
User 4 Name: Daramola	- Knew what a sum meant - Was able to deduce the password is 5 - Was able to solve it after figuring out that the decimal point was involved.	- Felt like the rooms were meant to be together - There was a level of cohesion across all rooms

User 5 Name: Kai	- Was able to solve it with some hints - Started to put the pieces together when he found out that there was a decimal point involved	- You break into a house, and now you're trying to escape - Could tell it was the same theme. - Provide a whiteboard

UI Before Feedback (GIF recorded with Chrome Capture)	What *trends* did you identify in your feedback?
	- I need a hint to appear when the decimal point appears in the third slot because players get really confused when they see it. - Change the background of the keypad modal in order to add immersion. - Add background music to add immersion - Make the decimal point stand out more.
UI After Feedback (GIF recorded with Chrome Capture)	What *changes* did you make to improve your puzzle UI?

	- Added a hint when the decimal point shows up - Made the images of the numbers preload to make the transition smoother - Made the decimal point have a red glow in order to make it pop out more. - Added background music to add to the immersion. - Change the background of the keypad modal so that it can blend in with the game more.