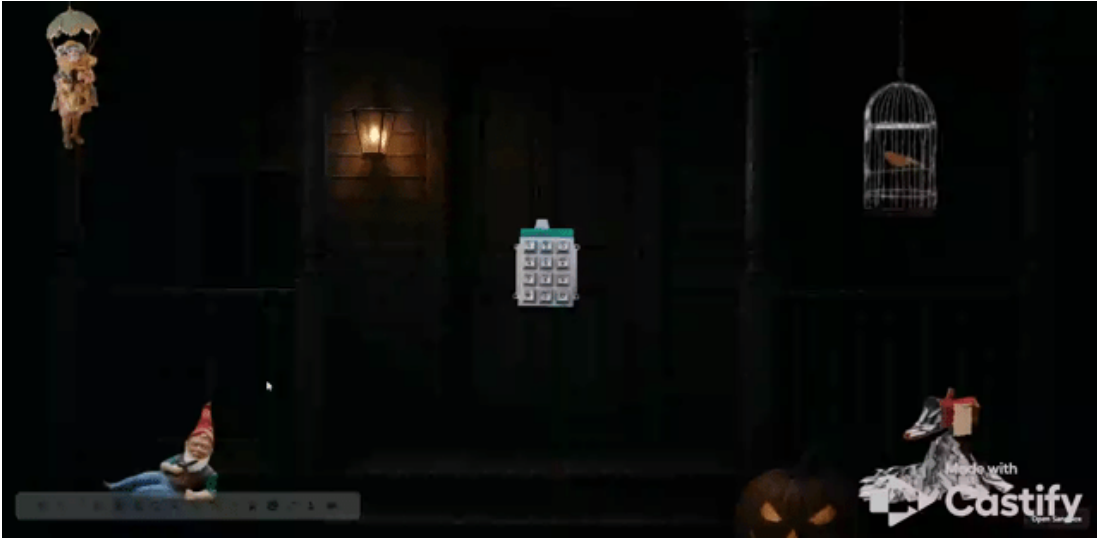# UX Testing + UI Iteration

	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: Yuly	- Clicked the doll first - How would I know which hint to click first? - Remove EG in the prime numbers hint	- The puzzle was interesting - Maybe make the decimal point the default option for the third slot - The decimal point is the key	- Likes the hover effects - Likes the sound effects - The background image is good - Likes the font - Have a sound effect for when I click out of the Modal
User 2 Name: David	Clicked the doll first	- Became a bit confused when he read the mailbox hint - Eventually was able to figure it out	- Make the font for the numbers match - Likes the sounds and hover effects - Likes the font
User 3 Name: Gianna	Clicked the doll first	- The puzzle was kind of hard and she couldn't understand what is was asking her. - Take out the decimal - Though it was four digit code	- Likes the sounds and hover effects. - Background photo for the modals. - Likes the font
User 4 Name: Jared	- Clicked the doll first - Went back and forth between the bird and gnome a lot	- Solved the puzzle within 20 seconds - Was confused when he saw the decimal	- The size of the numbers are inconsistent - Likes the sound effects - The sound effects are a bit loud - Likes the font - Make the background less transparent - Change the image for the decimal point

User 5 Name: Cleto	• Clicked the mailbox first • Looked like he was getting a better understanding as he progressed.	• Pondered alot • Touched his head • <mark>Make the arrangement of the numbers more obvious (decimal)</mark>	• Likes the sound effects • Likes how the UI is simple • The font could be bigger • <mark>The font would be a good fit for our overall theme</mark>

UI Before Feedback (GIF recorded with Chrome Capture)	*What <u>trends</u> did you identify in your feedback?*
	• The majority of people clicked the doll first • Everyone liked the font • The decimal point throws everyone off when they first see it • The numbers should be of the same font and size • There should be a sound effect for when someone clicks out of the modal because it would make the game more immersive • The font for the hints could be a bit bigger • When someone tries to solve the code, the inputs are a bit laggy • The background could be less transparent • The modal should have a background image because that would make the game even more immersive.

UI After Feedback (GIF recorded with Chrome Capture)	*What <u>changes</u> did you make to improve your puzzle UI?*

- All the modals are now the clicked image but zoomed in
- I made the keypad modal less transparent.
- I changed the font of the key pad numbers so that they would match in size.