



UX Testing + UI Iteration



Each Member of Your Team Will Have the **SAME 5 Users** (one member from each of the other teams) ↗

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: Eddie G.

- Listening to the voice lines (add something to show that the picture needs to be clicked)
- Remove clickable after being clicked once in l4d (Also change hammer and wrench to be nothing here.)
- Once he found the code in the vent it clicked.

- Didn't see the vent could be clicked. Once the code was found he put it together.
- Feels pretty on theme with the other rooms.
- Add a more creepy ambiance

User 2 Name:
Julian M.

- Preload all audio to load instantly
- Look like a 7, not a 4 (font issue)
- No number 2 bits thing
- Voice lines with pete are confusing

- Pretty clear from the instructions
- Pretty interactive page

User 3 Name:
Ryan L.

- Click anywhere on the screen to close the modal
- Have FLASHING title cards
- Main room background music

- Play video games to get clues
- Maybe make the vent unlockable with a screwdriver (owens level)

User 4 Name:
Emily M.

- Good Difficulty
- Stuck on finding the code
- Voiceline hint helps

- Fits with other rooms
- Sounds and images are okay
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User 5 Name:
Jacob B.

- Make hints more apparent
- Voice lines with pete are confusing
- Stuck on finding the code

- Add a more creepy ambiance
- Remove boxes
- Pretty clear from the instructions

UI Before Feedback (GIF recorded with [Chrome Capture](#))



What trends did you identify in your feedback?

- There were too many visible boxes
- Voice Lines were a bit confusing
- Some of the images could use a tweak
- Finish up some detail



UI After Feedback (GIF recorded with [Chrome Capture](#))

What changes did you make to improve your puzzle UI?



- Got rid of all the boxes
- Made voiceline hint more apparent
- Fixed images
- Add extra detail to make the site look nicer

 **Crazy Wombats** 

Click A Character To Talk To Them
P.S: One of Them Has a Hint



Open Sandbox