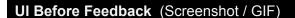


UX Testing + UI Iteration



	<u>User Interface</u> : How could the styling of elements be changed to make a more visually appealing, clear, and space efficient layout? (ex: sizes, colors, fonts, alignment, etc.)	<u>User Experience</u> : What elements of the user experience could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)
User 1 Name: Kiano Lim	 Like that the videos are on the side Also like how when you click the video it plays in the middle 	 Add the hover effect Add reset button
User 2 Name: Duncan Mercer	 Good colors and alignment Nice basic design 	 Have it so you can subscribe and unsunscribe Have it so when you like a video it resets the other button. Try to make the videos play when you click on the thumbnails.
User 3 Name: Owen Saenz	 good colors Video catch my attention since its in the middle 	 add sound to buttons Reset color when clicking reset button
User 4 Name: Jaylynn Wesley	 That its amazing • 	make like button green
User 5 Name: Name Here	•	•



Minecraft: SKELETON TITAN CHALLENGE GAMES - Lucky Block...















Subscribed







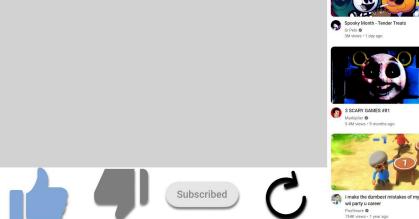


What trends did you identify in your feedback?

- Make a reset button
- Make the videos work when clicked
- Add the hover effect
- Add sound when clicked

UI After Feedback (Screenshot / GIF)





What <u>changes</u> did you make to improve your UI?

- Added multiple buttons at the bottom
- Added sound when clicking any of the buttons
- Added a button to reset the video(buttons cant be reset)
- The video work when you click them