UX Testing + UI Iteration

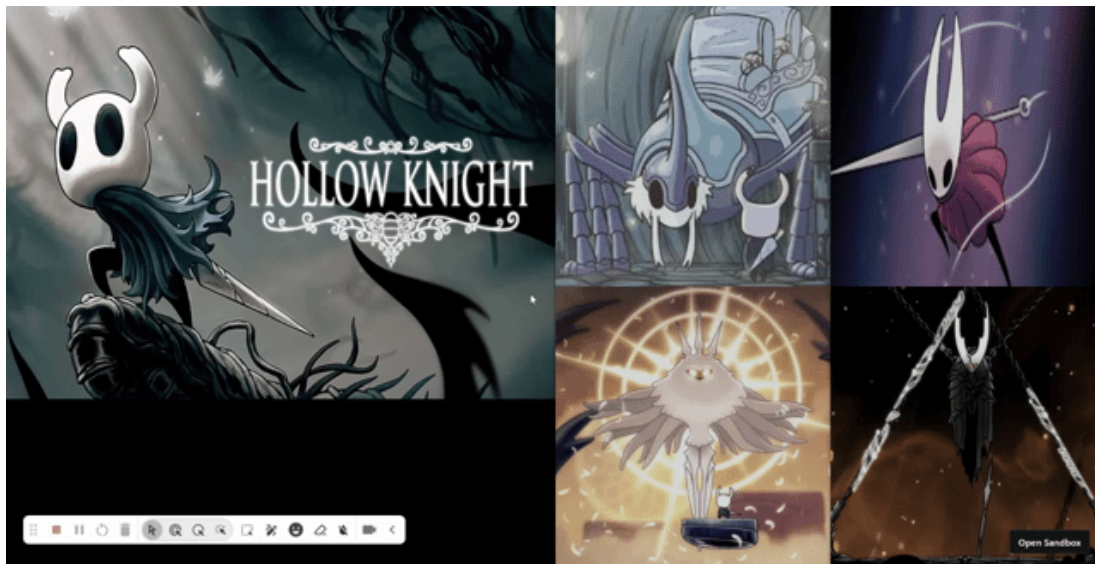|	**User Interface:** *How could the styling of elements be changed to make a more visually appealing, clear, and space efficient layout?* *(ex: sizes, colors, fonts, alignment, etc.)*	**User Experience:** *What elements of the user experience could be improved to make the puzzle more fun/satisfying?* *(ex: sounds, hover effects, etc.)*
User 1 Name: *Olivia*	● The text box seems out of place ● Add a reset function ●	● Make the text jump out at the viewer ● Add some sound ●
User 2 Name: *Dorian Barrera*	● Have some texts in the blue div to know not to click it ● Summarize the text and change the font ● Change the color of the text and the text box	● Add some sounds ● When you hold the click down you can see the background ● Make sure there's no scroll
User 3 Name: *Mehki*	● No scrolling ● Change the background of the text box (Maybe a location) ● When you click on a gif change it so it doesn't match	● Fixing the text box ● Likes the background colors ●
User 4 Name: *Makayla*	● Change the background colors to match the gif ● Change the color of the text box ● Fix the font	● Add sound ● Background color is cool ●
User 5 Name: *Danny*	● Blue is bad ● Make gifs move only when hovered over ● Bigger text ● Hover effect only affects the desired gif	● Easy to navigate ● Add sounds ●

UI Before Feedback (Screenshot / GIF)	What <u>trends</u> did you identify in your feedback?
	- Change the font and make the text larger - Add sound - Change the colors of the divs - No scrolling - Images should only move when clicked on - Reset function
UI After Feedback (Screenshot / GIF)	What <u>changes</u> did you make to improve your UI?
	- Changed the text box color - New font and bigger text - Images only move when clicked on - Reset function - New images - Divs are a different color to match the image when clicked on - All images don't move when hovered over one - Added Sounds