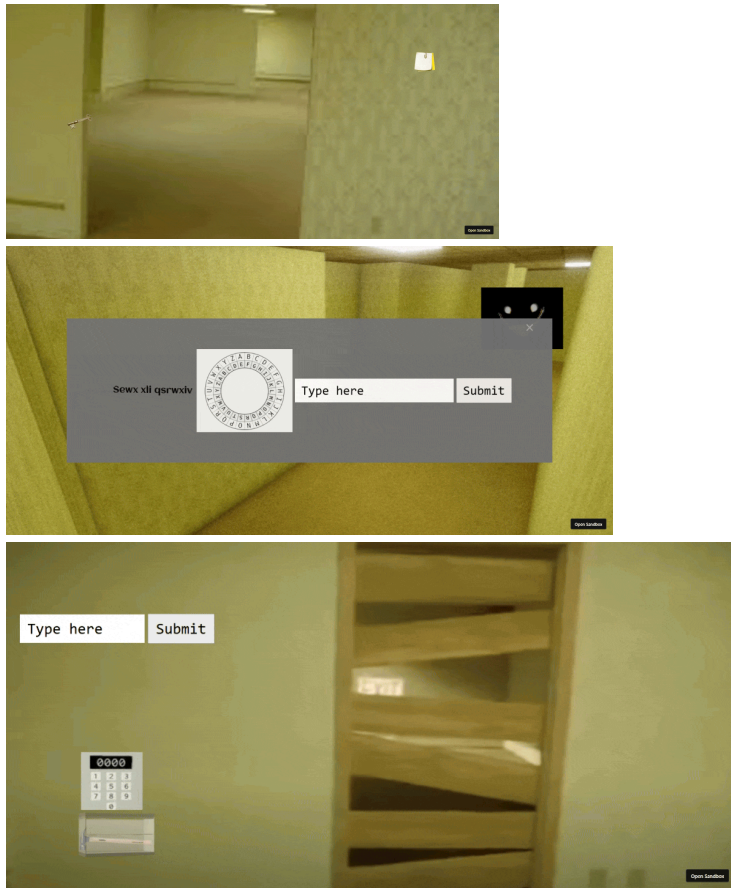# UX Testing + UI Iteration

	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: Jayden	● Got stuck on the cipher for a while ● The layout was confusing	● Puzzle was easy	● Fix the JS/HTML ● Fix the quality of the images ● Fix the position of the images ● Add more hints? Like arrows instead of cursor
User 2 Name: Ryan	● The cipher was broken with the first letter ● Not knowing that you could click to move rooms ● Typed the cipher in all caps	● It was easy, but not boring ● Could be adjusted to add more effects and visulas to make more appealing	● Change the HTML (Use the idea of multiple HTML's like Mira's room) ● Add more visuals for hints ● Add audio in the background when you open the page
User 3 Name: Fransicso	● Got stuck on the cipher ● Speed through the puzzle by clicking anywhere ● Solved the cipher (The first tester who did) ● Typed the cipher in all caps	● Thought it was hard at first ● "Not too hard not too easy"	● Make images pop out (color effects/lighting/size) ● Fix the glitches with the key and the second room responsiveness ● Background music
User 4 Name: Julien	● Solving the cipher but thought everything had to be in all caps ● Likes the cipher	● "Right in the middle" ● "Lots of clicking around."	● Modals "type here" disappear when you start typing ● Timer for the cipher ● Buttons effects(color, size, etc)
User 5 Name: Azul	● Got the modal for the cipher to show up immediately instead of at room 3 ● Got mixed up on how to finish the cipher	● "Cipher was confusing"	● Add a hint for memorizing the numbers ● (We ran out of time for the rest of the questions and suggestions)

UI Before Feedback (GIF recorded with [Chrome Capture](#))	**What _trends_ did you identify in your feedback?**
	- The puzzle was easy for some but in the middle for others - Lots of testers got stuck on the cipher and how exactly to solve it - Lots of testers thought you needed to type the cipher in all caps, might need to change it to that - Some testers didn't get that you were suppose to look for the numbers for the final code - Lots of testers suggested more hints and designs for better layout and directions - Testers suggested adding more visual/audio/effects to the buttons, images, etc - Testers noted that the JS/HTML was glitchy and needed to be fixed to a degree
UI After Feedback (GIF recorded with [Chrome Capture](#))	**What _changes_ did you make to improve your puzzle UI?**

- The first thing I did was fix the HTML/JS to flow better and now it all connects through different HTML's
- Changed it so you need to type the cipher in all caps for the inputValue to be correct
- Added more visual/audio/effects to the buttons, images, and jump scare
- Added more of a hint for the final code with the numbers
- I'm keeping it the same