

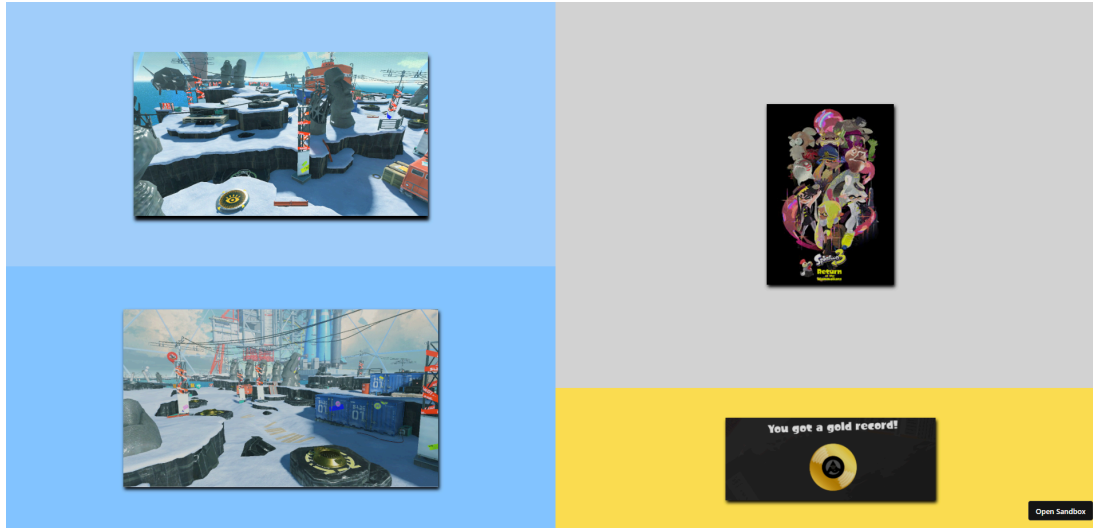


UX Testing + UI Iteration



	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: Jose	<ul style="list-style-type: none">• Likes the divs not being equal	<ul style="list-style-type: none">• Add more functions• Make the sound stop
User 2 Name: Tiana	<ul style="list-style-type: none">• Likes the pictures	<ul style="list-style-type: none">• Add sound for other pics• Add small pics next to disk• Reset sound
User 3 Name: Jacob	<ul style="list-style-type: none">• Sound is good• Clickable	<ul style="list-style-type: none">• Change the Bg color to be darker on the top box
User 4 Name: Djamal	<ul style="list-style-type: none">• Color scheme• Clickable	<ul style="list-style-type: none">• Reset music• Images all divs
User 5 Name: Luciana	<ul style="list-style-type: none">• Bg music• Clickable	<ul style="list-style-type: none">• Reset the music• Add more pictures• Fill in the blank space

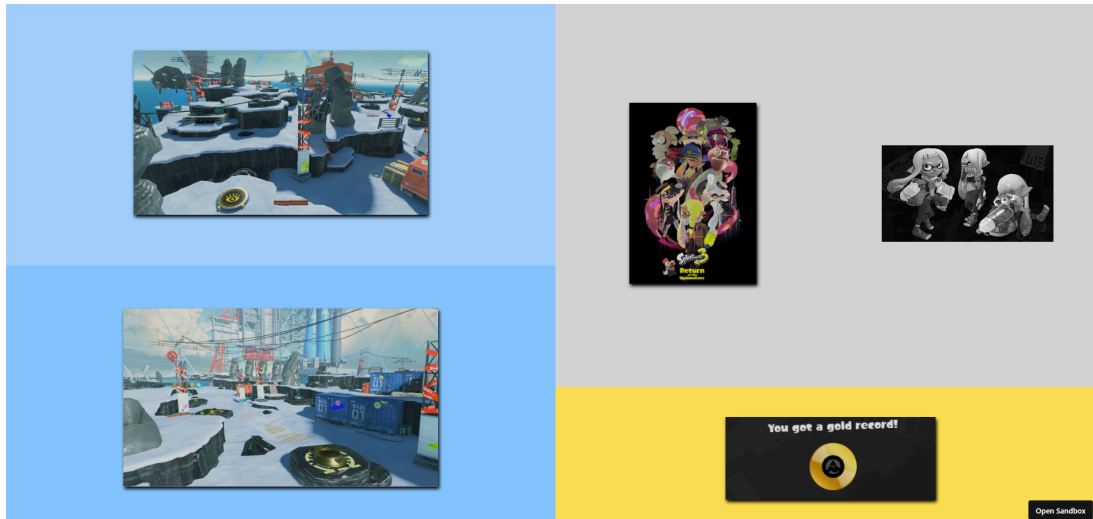
UI Before Feedback (Screenshot / GIF)



What trends did you identify in your feedback?

- Reset music ✓
- Add more functions ✓
- Bg color darker ✓
- Fill in space by adding more images ✓

UI After Feedback (Screenshot / GIF)



What changes did you make to improve your UI?

-
-
-
-
-