UX Testing + UI Iteration

	INTUITION: *Based on the layout of the page, describe what you think the puzzle will be and how the user should solve it. Why do you think that?*	DESIGN: *How should styling (sizes, colors, fonts, alignment) be changed to make a more visually appealing, clear, and space efficient layout? Does the page match the mockup that was made in the team slides?*	Custom Question: *What else do you think i am missing*
User 1 Name: Cristian Hutchings	• Click the pokemon cards • Lost after that • Because nothing comes back to normal and no directions	• Get rid of the giant gray box • Add some directions • Make an outline	• Add some sounds • Make the pokeball vibration noise when you click on them • When you get it right play the caught pokemon sound
User 2 Name: Micah Burton	• It will be a matching card game where you match pokemon • Click the cards to flip them and see which ones are the same • Because there are cards	• I like the background • Change the pokemon to be pixelart • Make the cards spaced out	• The pokemon do not look the same • Add a cypher/chart • Once you click two make them flip back over
User 3 Name: Eddie Gomez	• Click on the cards • Matching game (color or img) • Because it was all the same cards and some had similarities/differences	• Nice colors • Very organized and overall looked cool • Confused about gray box	• Fill up the gray box • Add some sound like a ding or a roar • Pretty good besides that
User 4 Name: Ray Kumamoto	• Click on cards • After clicking two cards and seeing that they went gray its a matching game perhaps	• Like the design • Add more pokemon • Bit off center looking maybe change the gray column	• Missing dialogue explaining the game/instructions • Some music/sounds • Add an end screen or win screen
User 5 Name: David Garcia	• Click the cards • Match the colors • Straight to the point	• Good images • No blur • Good design/ theme	• What the gray box for • Add directions • Add some audio to the cards

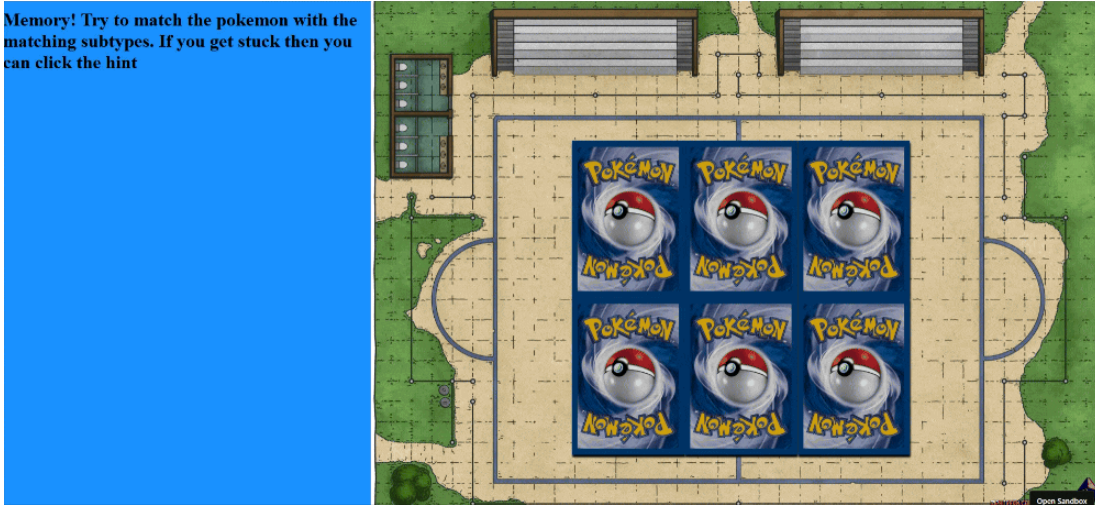| **UI Before Feedback**	*What <u>trends</u> did you identify in your feedback?*
	- Add directions - Get rid of/use the gray box - Add audio - Maybe change them to pixel art - Maybe space the cards out - Needs a win or end screen
UI After Feedback	*What <u>changes</u> did you make to improve your UI?*
	- Added audio - Added directions - Used the gray box for something - Added a win screen/end screen - Added the directions