



# UX Testing + UI Iteration

<b>INTUITION:</b> 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?				<b>DESIGN:</b> 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?	<b>Custom Question:</b> what is something else i need to add to the visuals
<b>User 1 Name:</b> Cristian hutchings	<ul style="list-style-type: none"><li>Click cards</li><li>Only cards on screen</li></ul>			<ul style="list-style-type: none"><li>Big gray box</li><li>Background low res</li></ul>	<ul style="list-style-type: none"><li>directions</li><li>Better background</li></ul>
<b>User 2 Name:</b> Kai Luznaik	<ul style="list-style-type: none"><li>Click the pokemon cards</li><li>Because it is the only thing that's high res</li></ul>			<ul style="list-style-type: none"><li>Too much open space on left</li><li>Make it more visually appealing</li><li>More like mockup</li></ul>	<ul style="list-style-type: none"><li>Higher rez background</li><li>instructions</li></ul>
<b>User 3 Name:</b> Micah Burton	<ul style="list-style-type: none"><li>Click the cards</li><li>They're the only thing in the foreground</li></ul>			<ul style="list-style-type: none"><li>Higher res background</li><li>Change spacing</li><li>Card art consistent with background</li></ul>	<ul style="list-style-type: none"><li>instructions</li></ul>
<b>User 4 Name:</b> Raymond Kumamoto	<ul style="list-style-type: none"><li>Click cards</li><li>Because it's the first thing you see</li></ul>			<ul style="list-style-type: none"><li>Improve background res</li><li>Overflow looks bad</li></ul>	<ul style="list-style-type: none"><li>Directions</li><li>Change the left gray box</li></ul>
<b>User 5 Name:</b> Eddie Gomez	<ul style="list-style-type: none"><li>Click the cards</li><li>Nothing else on screen</li></ul>			<ul style="list-style-type: none"><li>Background laggy</li><li>Gray side</li></ul>	<ul style="list-style-type: none"><li>Add sound</li><li>Improve res</li></ul>

## UI Before Feedback



What trends did you identify in your feedback?

- Improve background resolution
- Improve card spacing and card resolution
- Add directions and used the gray space

## UI After Feedback

Memory! Try to match the pokemon with the matching subtypes. If you get stuck then you can click the hint



What changes did you make to improve your UI?

- Improve background resolution
- Improve card spacing and resolution
- Add directions