UX Testing + UI Iteration

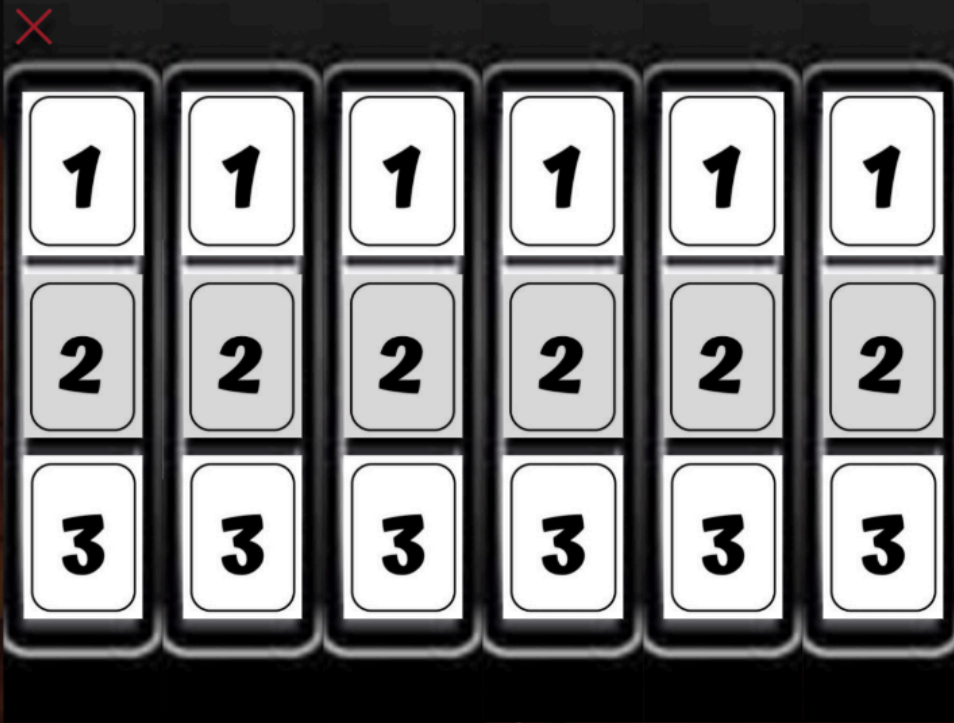|	**LOGIC:** *Click around the page and try to solve the puzzle. Explain the puzzle you are solving and talk out loud when you are stuck.*	**INTUITIVENESS:** *Was the puzzle too easy or too hard? How could the puzzle difficulty be adjusted to make it more intuitive and enjoyable?*	**JOY:** *What elements of the UX could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)*
User 1 Name: Jared	- Trying to find numbers - using the decipher notes	- It's moderate	- Flashlight lighter - Audio - Align the note model
User 2 Name: Djamal	- looks for numbers - looks at all the screens	- Medium	- Audio - ENding scene
User 3 Name: Yuly	- Looks at note first - does code after looking at note	- Medium	- Make arrows more obvi - Make better image quality - TAKE OUT LOCK COLORS - sounds
User 4 Name: Cleto	- Remove trashs first - Looks at numbers	- Medium	- HAMMER CURSOR ON NAILS - Lock numbers go up and down
User 5 Name: Zaydan	- Removes trash bags first - Looks at note next	- medium	- Make nails noticable

What <u>trends</u> did you identify in your feedback?

-
- Removed colors?
-
-
-

What <u>changes</u> did you make to improve your puzzle UI?

194

-
- Removed colors
-
-
-