

UX Testing + UI Iteration



Each Member of Your Team Will Have the SAME 5 Users (one member from each of the other teams and one non-CS Pathway student) 🙋	PUZZLE (Observation Only): As they solve your escape room where are they clicking when they shouldn't? Where are they getting stuck? What seems too hard or too easy? What types of hints were effective/ineffective?	NARRATIVE (Ask Out Loud): How would you describe the story and what is currently happening/happened in this room? What elements of the design (appearance, sound, etc.) could be unified to make this room feel more connected to the other rooms?
User 1 Name: Austin	<ul style="list-style-type: none"> Looked a Note, knows to use compass, looked at lock last 	<ul style="list-style-type: none"> Make up arrow more visible
User 2 Name: Olivia	<ul style="list-style-type: none"> Removed trash, looked at numbers first, then lock, then note 	<ul style="list-style-type: none"> Make timer bigger, and more visible
User 3 Name: Shelby	<ul style="list-style-type: none"> Doesnt look at note first, finally looks at lock 	<ul style="list-style-type: none"> Cut note down to only the steps
User 4 Name: Daramola	<ul style="list-style-type: none"> Looks around, touches nail, writes on whiteboard, finally figures out code 	<ul style="list-style-type: none"> Make timer more visible Make 4 visible dripping
User 5 Name: Kai	<ul style="list-style-type: none"> Looks at note, 	<ul style="list-style-type: none"> Change 4 to make it drip more Mistaken 3 as lower Dont seem to know where the nails are



- Timer needs to be more visible
- Change 4 to make it more distinct from 6
- Make note more understandable
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SIX STEPS OPEN THE COFFIN.

WALK THE PATH CARVED BY THE DEAD

- 1. FACE THE WEST WHERE THE MARK IN DRIPPING
BLOOD WAS MADE.**
- 2. TURN EAST TO THE MARK LOWER THAN ALL
OTHERS.**
- 3. LOOK TO THE MEMORY YOU FIRST AWOKE TO.**
- 4. THEN EAST AGAIN TO THE MARK THAT WAS LEFT**
- 5. RAISE YOUR EYES NORTH TO THE LONE WITNESS.**
- 6. END WEST WHERE THE LAST SHADOW HIDES
ABOVE."**





- Made timer bigger and flash when low
- Made 4 more visible and distinct
- Changed note
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HOW TO ORDER THE NUMBERS

- 1. FACE THE WEST WHERE THE MARK IN DRIPPING
BLOOD WAS MADE.**
- 2. TURN EAST TO THE MARK GREATEST THAN ALL
OTHERS.**
- 3. LOOK TO THE MEMORY YOU FIRST AWOKE TO.**
- 4. THEN EAST AGAIN TO THE MARK THAT WAS LEFT**
- 5. RAISE YOUR EYES NORTH TO THE LONE WITNESS.**
- 6. END WEST WHERE THE LAST SHADOW HIDES
ABOVE.**

