UX Testing + UI Iteration

	User Interface: *How could the styling of elements be changed to create 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: *Tyler Scott*	● Make more colorful text ● A Happy font ● Change the sound to a crunch	● New Click-hover effects ● The "EAT" button needs a hover effect
User 2 Name: *Zaydan*	● Make Text Bigger ● Make Oreo Bigger ● Baskin robbins color theme	● Button effects ● Sounds when you click ingredients ● Hover effect for "EAT"
User 3 Name: *Jordan*	● Make oreo bigger ● ●	● The elements are combined in the end ● Sound effects on clicking the elements ●
User 4 Name: *Daniel*	● Text color to bright ● Algin side boxes to mid boxes ●	● Add noises ● Too silent ●
User 5 Name: *Andy and Eric*	● Stacked images ● Starter grey ice cream ● Text Color ● Make ice cream sizes similar ● Capitalization for title ● Slow transition with set timeout	● Selecting sound effects for each element ● Sound effects for EAT ● Remove the white outside of the logo png ● Active effect on the EAT button

User 5 Name: Will	● Ice cream in a cup or cone ● Topping on ice creams	● More Flavors and toppings

UI Before Feedback (Screenshot / GIF)	*What <u>trends</u> did you identify in your feedback?*
	● ● ● ● ●
UI After Feedback (Screenshot / GIF)	*What <u>changes</u> did you make to improve your UI?*

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