



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: Cleto

- Hint was straightforward.
- Might have gotten confused when pressing puppets - sequence gets mixed up easily.
-

- Escape the maze -> makes sense with the rest
- Something simple, good for the end
- I like the visual audio cues that you know when you mess up
- Could use audio cue if timer is getting lower

User 2 Name: James

- Messes up like the others, doesn't find riddle first
- Figures it out eventually
- A little too easy

- Audio is good
- I liked the visuals
- Fun mechanics
- We leave the maze and find a puppet

User 3 Name: Yuly

- Pretty easy to understand
 - Messes up like the others, doesn't find riddle first
-

- After escaping tunnels, you have to figure out the order of puppets
- Maybe other people won't understand
- Reduce time to a minute?

User 4 Name: Alex

- Kept spam clicking the wrong answers
- Easiest
-

- Not scary, make it scary
- Good audio, good
-

User 5 Name: Lucia

-
-
-

-
-
-

UI Before Feedback (GIF recorded with [Chrome Capture](#))



What trends did you identify in your feedback?

- People tended to not locate the riddle first and spam stuff... lowering the timer down. Might just be a skill issue.
- Good audio cues, I could add more for when the timer is going down.
- Might it be too easy?
-
-

UI After Feedback (GIF recorded with [Chrome Capture](#))

NODEBOX
✓ audio
flapjack.wav
knob.wav
laugh1.wav
laugh2.wav
laugh3.wav
laugh4.wav
open.wav
paper.wav
scream.wav
tick.wav
✓ gifs
gif.gif

```
234 .clo  
238 }  
239  
240 .cli  
241 fi  
242 }  
243 .cli  
244 cu  
245 fi  
246 }  
247 .cli  
248 fi  
249 tr  
250 }  
251 .fac
```

What changes did you make to improve your puzzle UI?

- Added more audio, good for immersion.
- No changes to layout. Most got it, few didn't.
- Based on the player, I'm not sure if I want to lower the time.
-
-