

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	<ul style="list-style-type: none"> ● Hint was straightforward. ● Might have gotten confused when pressing puppets - sequence gets mixed up easily. ● 	<ul style="list-style-type: none"> ● 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	<ul style="list-style-type: none"> ● Messes up like the others, doesn't find riddle first ● Figures it out eventually ● A little too easy 	<ul style="list-style-type: none"> ● Audio is good ● I liked the visuals ● Fun mechanics ● We leave the maze and find a puppet
User 3 Name: Yuly	<ul style="list-style-type: none"> ● Pretty easy to understand ● Messes up like the others, doesn't find riddle first ● 	<ul style="list-style-type: none"> ● 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	<ul style="list-style-type: none"> ● Kept spam clicking the wrong answers ● Easiest ● 	<ul style="list-style-type: none"> ● Not scary, make it scary ● Good audio, good ●
User 5 Name: Lucia	<ul style="list-style-type: none"> ● ● ● 	<ul style="list-style-type: none"> ● ● ●

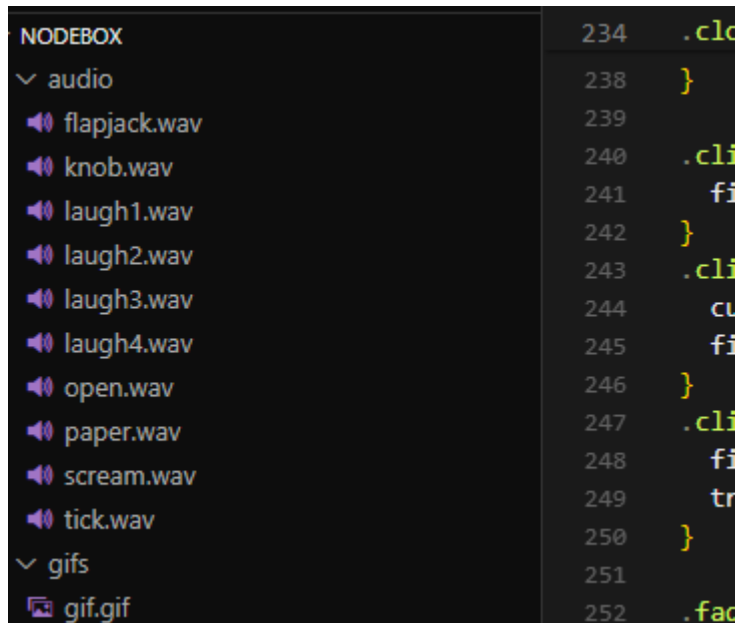
UI Before Feedback (GIF recorded with [Chrome Capture](#))



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](#))



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.