



# 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) ↗

**User 1 Name:**  
AUStin N

**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?

- Clicking on the notes , one of them don't work for some reasons, was struggling with the middle one, it crashed, couldn't find the x to escape the modal from the safe lock
- Crashed when dragging numbers from the middle
- He was seeing that the letters go backwards instead of forwards
- I don;t know why it showed the password for the room.
- Confusion with the caesar locks because the images are counteracting each other
- Understands the order of the uv light letters connect with the oder the word lock
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- Fix the bugs, it's good, make the middle note clickable and change the image/consistency, have a picture of the alphabet. The villain aspect was lacking overall
- Im a fill.add monologue atthe beginning.
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**User 2 Name:** Olivia

- Getting stuck on the mdla with the safe lock, fix the numbers 4 to look like a 4
- Dining me,
- It messed up again, confusion with image and the modal that goes along with it.. I. it keeps crashing with the dragging, didn;t immediately unsertand you were supposed to drag stuff. Confusion after moving the letters around. The dragging should just be clicking to changinthe dragging is absymallp is cooked, trouble with the middle one, maybe making the order clear. It
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- Making clickable for the lock, or fix the dragging, making the clickable more obious
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**User 3 Name:**  
Shelby

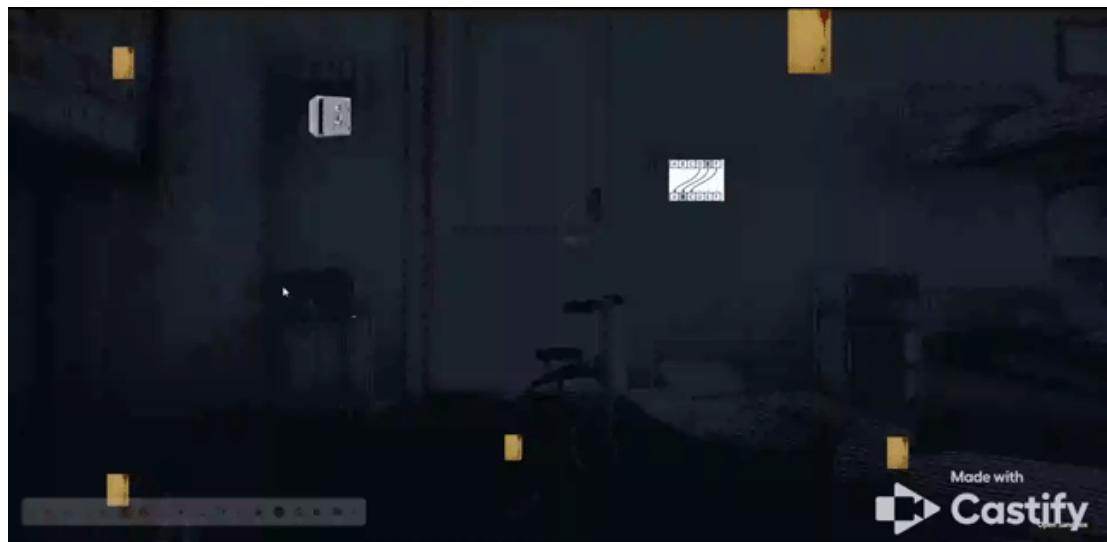
- Middle notes is still bugging out, making it a specific way to solve it
- Was able to know they were suppose to drag on the notes, immediate first instinct to use the uv light outside and not onto the notes, once he got the letters confused about the

- Trying to get outside of a house
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	<p>move stopes forward. Was able to do</p> <ul style="list-style-type: none"> <li>•</li> <li>•</li> </ul>	
<b>User 4 Name:</b> <b>Daramola</b>	<ul style="list-style-type: none"> <li>• Middle notes don't work the same thing as it did for everyone else that has tried it. It also keeps doing so that there are two numbers within the same div. First instinct is to use the uv light to look around without clicking on the notes just yet. Suggestions of having an alphabet being included into the website and making sure the answer doesn't show the answer to the lock. Understood that the letters were going to be used for the word local.</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>•</li> </ul>
<b>User 5 Name:</b> Kai	<ul style="list-style-type: none"> <li>• The middle is not clickable for a reason, assuming that . 5 nd 8 are ibluis and don't, clicked</li> <li>• using the uv light to look at the assumption that we are using the same order as the safe lock</li> <li>• The three steps forward hint is extremely confusing.</li> <li>• If using the b to E as a letter to the thing</li> </ul>	<ul style="list-style-type: none"> <li>• Trying to Rob Ditren's house</li> <li>• Is just a filler room for the mansion. It follows the layout of the room, making sure it is in a room. All of them had a code.</li> <li>• Giving a whiteboard on the side</li> </ul>

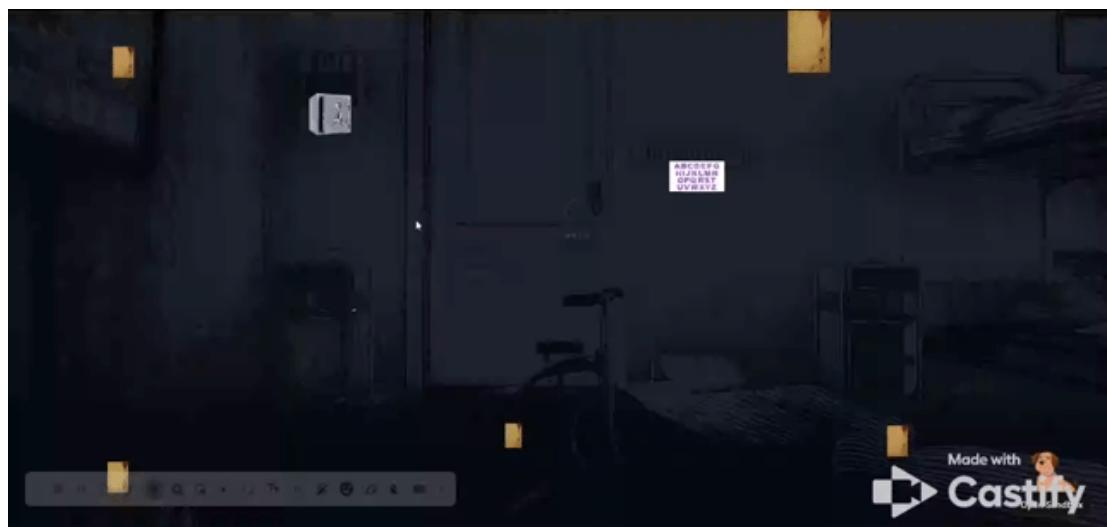
UI Before Feedback (GIF recorded with [Chrome Capture](#))

What *trends* did you identify in your feedback?



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

- Fix the middle note because it keeps becoming unclickable for some reason
- The hint of the Caesar cipher is tripping up people and is making people believe that the e is an additional thing to the code
- Change the method people click the code, since it keeps doubling numbers inside of a single div for some reason
- Maybe add something to see around the page after obtaining the UV light, to maybe further enhance the user experience
- Fix the scaling of the note images for the modal
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What changes did you make to improve your puzzle UI?

- Changes I made were with the modals of the notes, which I fixed so they didn't seem stretched when viewing them
- I changed the hint for the word lock by providing an alphabet for the people and changing the caesar modal to show that the letters are being shifted to the left.
- Made so in the number lock, it doesn't double up the numbers being inside the same div. Also, added a delay to the dropping-down effect to hopefully prevent multiple numbers from being in the same div
- Changed so that the UV light letters being shown seemed to be more like an actual uv light revealed number
- Made the background darker to give the illusion of usingg the flashlight to look around in the room.

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