

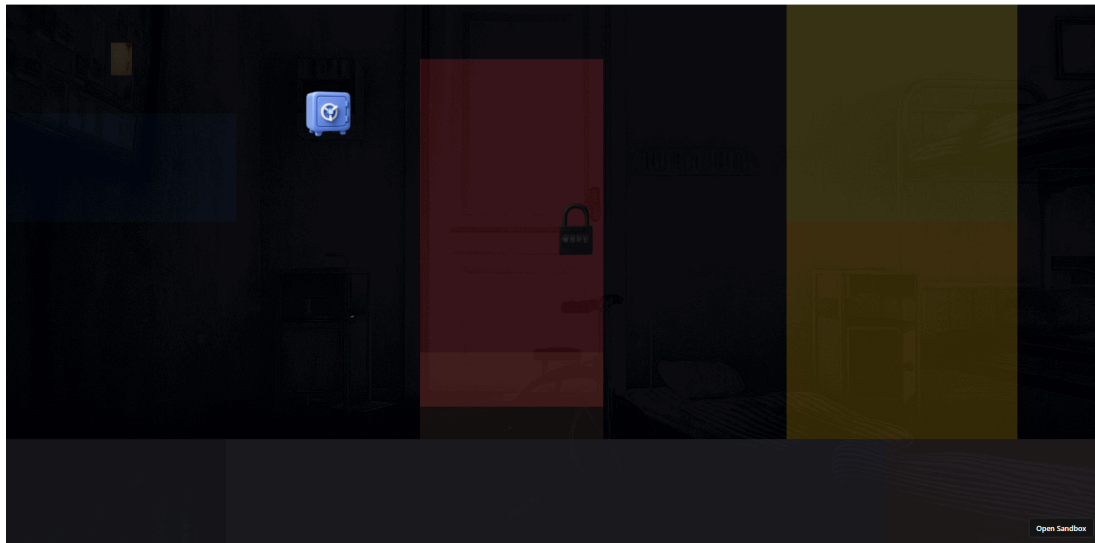
UX Testing + UI Iteration



	INTUITION: Based on the layout of the page, describe what you think the puzzle will be and how the user should solve it. Why do you think that?	DESIGN: How should styling (sizes, colors, fonts, alignment) be changed to make a more visually appealing, clear, and space efficient layout? Does the page match the mockup that was made in the team slides?	Custom Question: What is something you want feedback on? Write your own question here! What should I have as background sounds and if there should be changes to the background of the layout?
User 1 Name: Jamal	<ul style="list-style-type: none"> Look around for clues, which you will find a word that you will put into a word lock 	<ul style="list-style-type: none"> The images are proportional to the background, and images are matching with the theme of our escape room 	<ul style="list-style-type: none"> The background images is a bit dark so you can make it a bit brighter Natural sounds for when clicking on the images, eerie sounds playing in the background
User 2 Name: Cleto	<ul style="list-style-type: none"> Assume that I have hints around the room to help open the safe. In the safe it will have the word for the code 	<ul style="list-style-type: none"> Likes the background because it matches the theme, change the image of the safe to match the background because it is slightly cartoonish Make the lock not transparent in order for it to stand out 	<ul style="list-style-type: none"> Little stuff, like the safe openings and stuff like that. Make the background music should be atmospheric background or 54 soundtrack as possible considerations
User 3 Name: Yuly	<ul style="list-style-type: none"> You are going to look around the room to be able to open the safe, 	<ul style="list-style-type: none"> Make the size of the ceased joint bigger. The background should be slightly more brighter The safe seems to be out of place for the atmosphere of the room 	<ul style="list-style-type: none"> Background should be slightly more brighter Add sounds to things opening the locks, little sounds. Unite the sounds between the other webpages/rest of team(this is later on in the project)

User 4 Name: Gianna	<ul style="list-style-type: none"> Look around for an item to aid to help you be able to open the lock 	<ul style="list-style-type: none"> Like the layout of the room and the background that was chosen for the room because it matches the theme of our project 	<ul style="list-style-type: none"> Scary ambience sounds/creaking floors, sounds when you pick each object. Make the background slightly more brighter (can change the brightness/edit the background image)
User 5 Name: Zaydan	<ul style="list-style-type: none"> Get a code from the safe, within the safe there is something that will help unlock the lock on the door 	<ul style="list-style-type: none"> Likes the layout of the building, just a bit confused on how the divs should be looking like(i make my divs be visible to know what layer I am working on) Like the images that were chosen 	<ul style="list-style-type: none"> Make the background slightly more brighter due to the background being so hard to see

UI Before Feedback

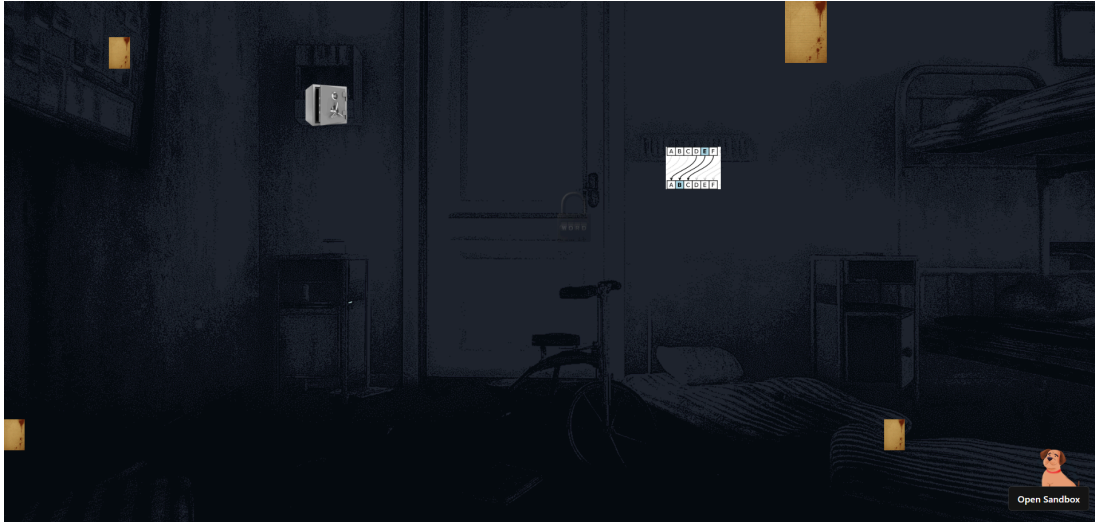


What trends did you identify in your feedback?

- The background is tough to see, and to make it brighter
- Change the safe so that it matches the background
- Make the Safe not transparent
- Have eerie sounds playing in the background and make sound effects when clicking on objects
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UI After Feedback

What changes did you make to improve your UI?



- Changed the safe
- Made the background brighter
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