

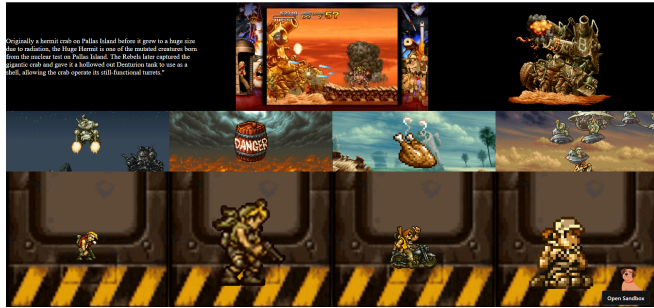


UX Testing + UI Iteration



| | User Interface: How could the styling of elements be changed to make 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: Ben | <ul style="list-style-type: none">• Likes that a lot goes on, but is simple• Make unique background for each character• Adjust the upper-right image to be slightly smaller so it does not become bigger than the div | <ul style="list-style-type: none">• A bit too much things going on/simplify it?• When the breakpoint happens, make sure there is an option to change how the characters look like• Have different audios when the character changes |
| User 2 Name: Jordan | <ul style="list-style-type: none">• It is visually appealing already• A lot of interactivity of hover and sound effects working perfectly• ... | <ul style="list-style-type: none">• Make different sounds when the character changes• Add more onclicks option for the divs on the bottom on my website/different functions• The already onclicks functions are satisfying |
| User 3 Name: Kai | <ul style="list-style-type: none">• Add backgrounds for the top right divs,• Already visually appealing and a lot of interactive things to do• ... | <ul style="list-style-type: none">• Make the sound different, so that each character unique• Fix the gif because it broke out of nowhere• ... |
| User 4 Name: David | <ul style="list-style-type: none">• Like that character selections/almost like video game selecting a character• The gifs animations are really cool• | <ul style="list-style-type: none">• Makes the effects available when the breakpoint happens/like the text and what allows the character to change• Its peak• |
| User 5 Name: Eric | <ul style="list-style-type: none">• Make changes to the gif on the bottom row so that they are about the same size• Change the type of font for the writing to match the theme of the website• Add some padding to the text so it doesn't touch the ned of div | <ul style="list-style-type: none">• Make the character changing gifs seems like they are being selected• *Stop the audio when they click on a new/different character• |

UI Before Feedback (Screenshot / GIF)

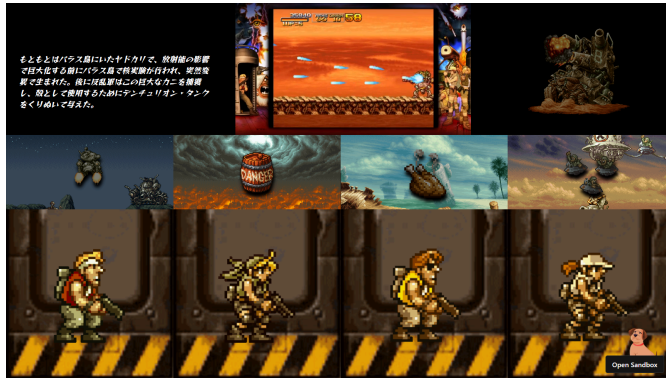


What trends did you identify in your feedback?

- Add the options for the character to change when the breakpoint happens
- Make the divs that change the character seem like they are being selected.
- Have unique sounds for each character

UI After Feedback (Screenshot / GIF)

What changes did you make to improve your UI?



- Changed the font of the text to match the theme
- Make the character seem like they are being selected
- Made changes to the size of the gif on the bottom row
- The characters being able to change appearance during mobile view
- Unique sounds for each character