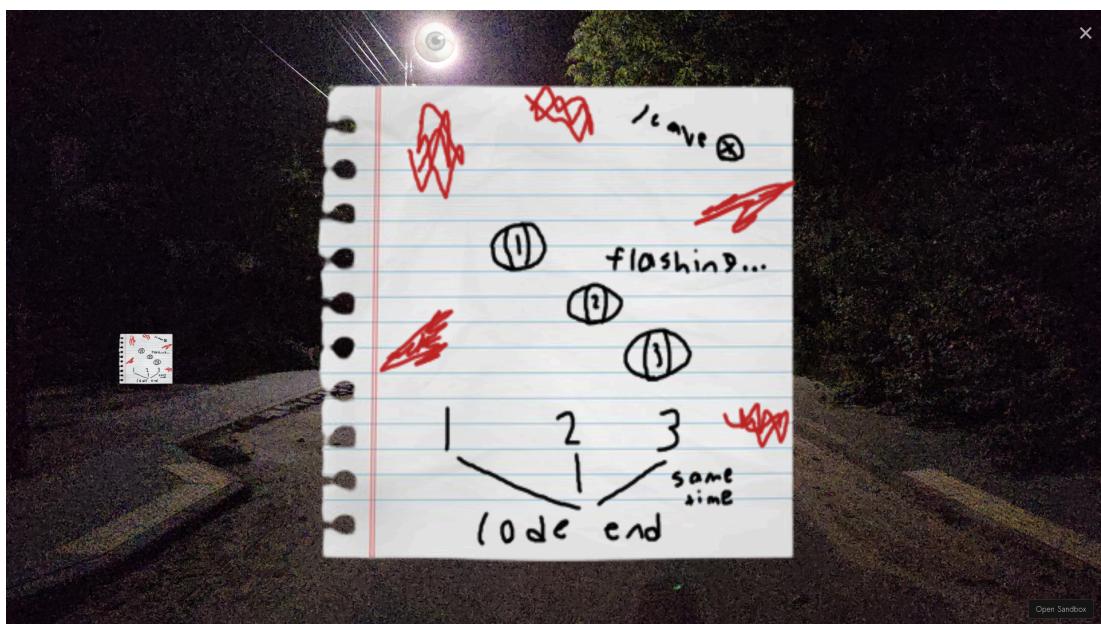




UX Testing + UI Iteration

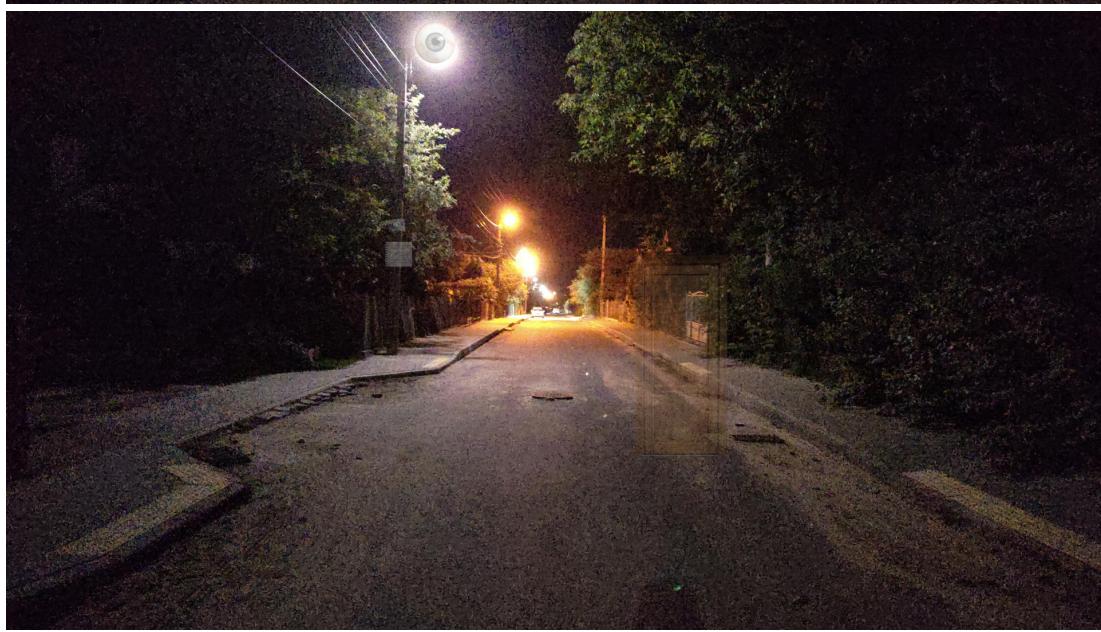
LOGIC: Click around the page and try to solve the puzzle. Explain the puzzle you are solving and talk out loud when you are stuck.			
INTUITIVENESS: Was the puzzle too easy or too hard? How could the puzzle difficulty be adjusted to make it more intuitive and enjoyable?			
JOY: What elements of the UX could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)			
User 1 Name: Jacob Bozzalla	<ul style="list-style-type: none">Eyes were flashing in a code	<ul style="list-style-type: none">ConfusingHave only 1 eye flashingFix end HTML	<ul style="list-style-type: none">Better notecard
User 2 Name: Favio Jimenez	<ul style="list-style-type: none">BG is goodMake the door fit inImprove note	<ul style="list-style-type: none">Increase blinking time	<ul style="list-style-type: none">Improve code screen
User 3 Name: Clint Maska	<ul style="list-style-type: none">Notecard is confusingMake it clear that the puzzle is solvedMake X bigger	<ul style="list-style-type: none">Add on an extra layer of puzzlesPut note somewhere better	<ul style="list-style-type: none">Fix handwritingNeeds sfxMake X bigger
User 4 Name: Emily Miller	N/A	<ul style="list-style-type: none">Hard when no knowledge of the puzzleEasy when you understand	<ul style="list-style-type: none">Add proclaimed jumpscare
User 5 Name: Julian Gonzalez	N/A	<ul style="list-style-type: none">Too hardHint guides you	<ul style="list-style-type: none">Add sfxAdd shadow hover

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



What *trends* did you identify in your feedback?

- Note is confusing
- Too hard
- Needs sfx





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

What changes did you make to improve your puzzle UI?

- LEVEL 09 -
The Suburbs

- Improved note
 - Uses riddle, placed better, modal doesn't take up entire screen, can click to close
- Sfx added
- Jumpscare added
- Increase blinking time
- Improved code screen

