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 page more intuitive and more fun/satisfying?* *(ex: sounds, hover effects, press effects, etc.)*
User 1 Name: *Julian* ✔	● Thinks the spacing is good ● Likes how it pops when hovered over ● Likes how the video has its own spot	● Have the reset pop and have the cursor change ● ●
User 2 Name: *Windgrove* ✔	● Well organized(mobile and desktop) ● Likes how when hovering over the buttons the cursor changes ● Likes how you can choose what video to watch	● Have the cursor change when hovering over the reset div ● ●
User 3 Name: *Romeo* ✔	● Good break point ● good quality images ● Likes how the cursor changes when hovering over the divs	● Make hover a lil bigger/ noticeable ● ●
User 4 Name: *Desmond* ✔	● Likes the layout ● ●	● Very slight image blur ● Make the reset button noticeable ●
User 5 Name: *Kelly* ✔	● Likes the structure/ layout ● Likes the reset function ● Likes the pictures used	● Add click sound when clicking on the divs ● Add opening sound ● Make div get darker sightly when clicked on

UI Before Feedback (Screenshot / GIF)	*What <u>trends</u> did you identify in your feedback?*
	● To add a cursor change when hovering over change ● Make clicking on the shows more noticeable ● They like the layout/breakpoint from mobile to desktop

UI After Feedback (Screenshot / GIF)	*What <u>changes</u> did you make to improve your UI?*
	● I changed the cursor when hovering over the reset div ● Added clicking sound when clicking on any interactive div ● Added a dark tint when clicking on a show ● Made shows pop slightly more when hovering over