



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: Gianna Ortiz	<ul style="list-style-type: none">Centered text information would be more appealing••	<ul style="list-style-type: none">For each boss image have their boss theme play when clickedChange highlighted color for each area when hover over and clicked•
User 2 Name: CJ	<ul style="list-style-type: none">Change the highlight color according to the areaOverall appealing interface•	<ul style="list-style-type: none">Clicking on boss image should play boss themeAdd more areasAdd Kiln of the first flame gate
User 3 Name: Noah Zambrano	<ul style="list-style-type: none">Fix text scaling and make it fill up most of the div••	<ul style="list-style-type: none">Hover effects could be more interestingClicking on the boss image should do somethingFix Website Name
User 4 Name: Mekhi Washington	<ul style="list-style-type: none">Add a border to the hover effect/click effectFont, Images, and Layout of the divs are fittingKeep the text on the lines	<ul style="list-style-type: none">Add more interactive features••
User 5 Name: Austin Northington	<ul style="list-style-type: none">Add breakpoints to keep the text on the lines••	<ul style="list-style-type: none">Make the largest div interactableAdd Background musicAdd a doubleclick to the largest div

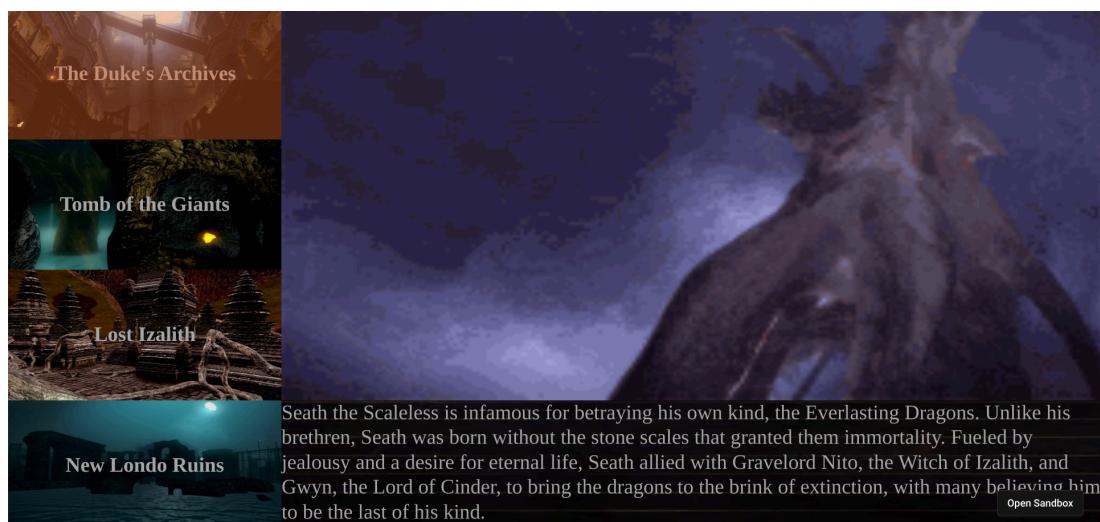
UI Before Feedback (Screenshot / GIF)



What trends did you identify in your feedback?

- Keep text on the lines
- Make the largest div interactable
- Add Background Music
- Fix Hover effect

UI After Feedback (Screenshot / GIF)



What changes did you make to improve your UI?

- Added a function to the largest div which played a different song according to the area/boss selected.
- Kept the area hover effect as it was and added a different hover effect to the largest div.
- Added background music when boss music isn't playing.
- Added more breakpoints to put the text on the line on different screen sizes.