

UX Testing + UI Iteration



<p>Each Member of Your Team Will Have the SAME 5 Users (one member from each of the other teams and one non-CS Pathway student) 🙋</p>	<p>PUZZLE (Observation Only): As they solve your escape room where are they clicking when they shouldn't? Where are they getting stuck? What seems too hard or too easy? What types of hints were effective/ineffective?</p>	<p>NARRATIVE (Ask Out Loud): How would you describe the story and what is currently happening/happened in this room? What elements of the design (appearance, sound, etc.) could be unified to make this room feel more connected to the other rooms?</p>
<p>User 1 Name: Cleto</p>	<ul style="list-style-type: none"> • Used the arrows to navigate around the room as soon as possible. • Clicked on the door expecting hints, but there were none. • Thought finding the letters in my room was too easy, and completed it without much effort. 	<ul style="list-style-type: none"> • Creepypasta and internet horror themes were apparent. • Everything feels connected despite subtle design differences. • The narrative is clear and explained well through cutscenes and the contents of the rooms.
<p>User 2 Name: James</p>	<ul style="list-style-type: none"> • Didn't click on the bunker door and explored the map instead. • Got the hang of digging up letters • 	<ul style="list-style-type: none"> • The Creepypasta theme is apparent • Everything feels connected • The specific theme of my room could be made clearer
<p>User 3 Name: Yuly</p>	<ul style="list-style-type: none"> • Bloodstains aren't clear enough • Did not interact with the door at first • 	<ul style="list-style-type: none"> • The narrative is explained well through cutscenes and room contents. • The back image could be replaced with a higher-quality one.
<p>User 4 Name: Alex</p>	<ul style="list-style-type: none"> • Didn't interact with the door at first and didn't find hints useful. • Didn't know what to do when he made it to the digging puzzle • Didn't look behind to reset Jeff's position. 	<ul style="list-style-type: none"> • Understood the basic internet horror premise. • Rooms with cutscenes feel connected
<p>User 5 Name: Lucia</p>	<ul style="list-style-type: none"> • Having to click on the door again to close the text doesn't feel right. • Didn't know what to do in the blood letter puzzle room. • Didn't know what to do with the letters • Thought that phase 2 should have a timer 	<ul style="list-style-type: none"> • Understood narrative due to the introductory cutscene and cutscene. • Subthemes didn't feel connected. •

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

What trends did you identify in your feedback?

- Directions given by the man behind the bunker door weren't clear enough.
- It's unclear what to do or where to click when you explore deeper into the forest.
- It isn't made apparent that the timer cannot be reset when the first puzzle is done.

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

What changes did you make to improve your puzzle UI?



- Made bloody letters appear with 0.1 opacity and made it take only 10 clicks to collect them instead of 20.
- Added more dialogue that tells you to watch your back to scare Jeff away and travel deeper into the forest to progress.
- Made the timer visible when phase 2 occurs making it apparent that looking behind you does not reset Jeff's position