



UX Testing + UI Iteration

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) ↗

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?

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?

User 1 Name: Cleto

- 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.

- 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.

User 2 Name: James

- Didn't click on the bunker door and explored the map instead.
- Got the hang of digging up letters
-

- The Creepypasta theme is apparent
- Everything feels connected
- The specific theme of my room could be made clearer

User 3 Name: Yuly

- Bloodstains aren't clear enough
- Did not interact with the door at first
-

- The narrative is explained well through cutscenes and room contents.
- The back image could be replaced with a higher-quality one.

User 4 Name: Alex

- 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.

- Understood the basic internet horror premise.
- Rooms with cutscenes feel connected

User 5 Name: Lucia

- 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

- 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