



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: Clint	<ul style="list-style-type: none">• Stuck on the capitals vs lowercase• Good red herring• 	<ul style="list-style-type: none">• Medium• Removing red herring make it easier• 	<ul style="list-style-type: none">• Grab the nugget• Adding sfx•
User 2 Name: "ryan"	<ul style="list-style-type: none">• Paper is hard to see• Amazing website• "Way better than mine" -ryan	<ul style="list-style-type: none">• You do stuff• awesome• Kai is super duper cool	<ul style="list-style-type: none">• Make the crowbar disappear• Fix computer aesthetic
User 3 Name: jayden	<ul style="list-style-type: none">• Chart was hard to see• Thingy-mabob gets him stuck (red herring type shi)	<ul style="list-style-type: none">• Said it was easy• Make the chart bigger• Make the computer thing harder	<ul style="list-style-type: none">• Likes the clickable function on the letters• Add more clickable affects• Better background
User 4 Name: christian hutchings	<ul style="list-style-type: none">• Make the chart bigger• Nettspend nugget• Good red herring	<ul style="list-style-type: none">• I was pretty lost (stupid)• You do stuff• medium	<ul style="list-style-type: none">• awesome• Kai is super duper cool•
User 5 Name: eddie g	<ul style="list-style-type: none">• Red herring threw him off type s• Red herring made puzzle harder (good thing)• Chart is good type sih	<ul style="list-style-type: none">• upper case vs lower case = good• Perfect level• People might get stuck on chart	<ul style="list-style-type: none">• Add hover effects• Sfx was on point (hawl tuah!)• chillin

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



What trends did you identify in your feedback?

- Make the nugget clickable, a lot of people were mad they couldnt click it
- A lot of complaints about the chart size, too hard to see
- Crowbar didnt go away when clicking on it.

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



What changes did you make to improve your puzzle UI?

- Make the chart bigger
- Gave the nugget functionality
- Made the crowbar disappear after clicking on it