UX Testing + UI Iteration

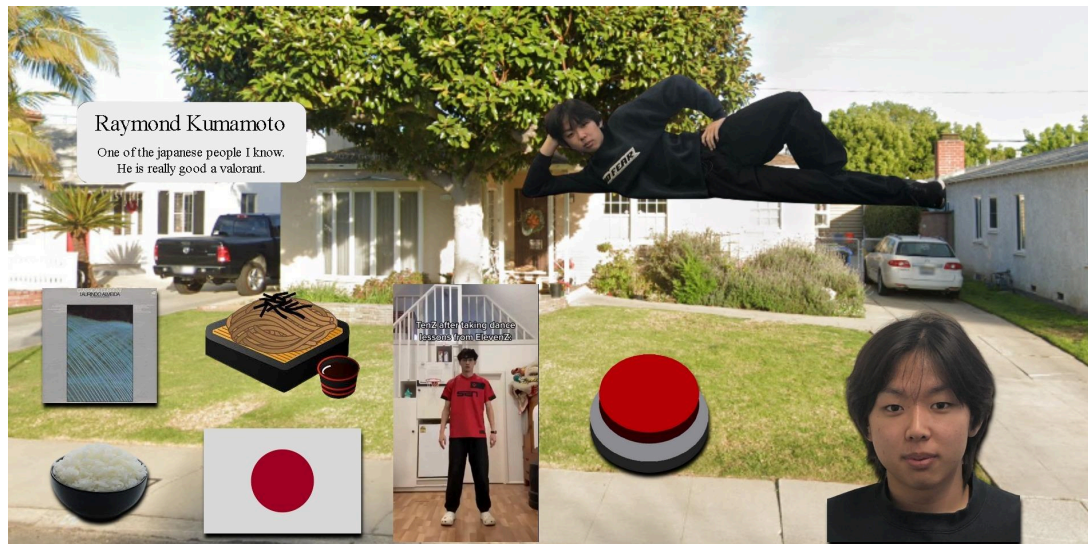|	**User Interface:** *How could the styling of elements be changed to make a more visually appealing, clear, and space efficient layout?* *(ex: sizes, colors, fonts, alignment, etc.)*	**User Experience:** *What elements of the user experience could be improved to make the puzzle more fun/satisfying?* *(ex: sounds, hover effects, etc.)*
User 1 Name: *Brody*	- Guy needs to be bigger - Rice needs to be bigger	- Effects to show things can be clicked on - Being able to pause music or video
User 2 Name: *Ryan*	- Add something for the soba noodles - Hover over effects are good - Finish adding content - Balance audio.	- Wanted more orginization - Audios not overlapping is good. - Dude dancing is good.
User 3 Name: *Ray*	- W interface - Ray likes his potential	- It takes 2 clicks for the rice bowl to spin - Wants pause button for songs.
User 4 Name: *Eddie*	- Likes all of the functions - Thinks music is good - Thinks website is a bit chaotic.	- Add things to show when images arent clickable - Likes the sounds, and the rice bowl spinning.
User 5 Name: *Nathan Escobar*	- Spelling Error - Remove clickability from non-clickable photos - Make the rice spin fast for funny	- Scrolling is slow for some reason. - Music is fire - W stuff

UI Before Feedback (Screenshot / GIF)	What _trends_ did you identify in your feedback?
	- Pausing Music with a dedicated button - People like the music - Rice was funny but needed more consistency - Video was funny
UI After Feedback (Screenshot / GIF)	What _changes_ did you make to improve your UI?
	- Non-Clickable Images now appear non-clickable - Fixed Spelling error(s) - Made Rice and Headshot images bigger - Balanced Audios - Made rice spin fast for funny (It doesnt look any different since all the changes were to functionality)