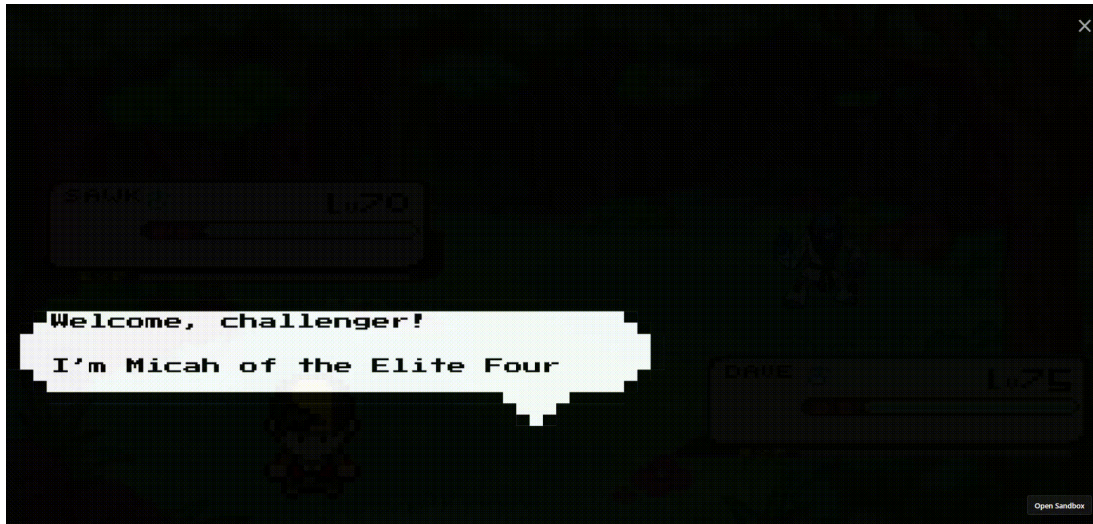


UX Testing + UI Iteration



	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: Cris	<ul style="list-style-type: none"> Where to click in the beginning Did not know whether to click or press space 	<ul style="list-style-type: none"> Too easy Unfailable Make it faster 	<ul style="list-style-type: none"> Sound effects Transitions are good
User 2 Name: Ray	<ul style="list-style-type: none"> Did not read to press space bar Who is dave? 	<ul style="list-style-type: none"> Instructions bigger Too easy Make it faster Add instructions on slider page(gif saying press space) 	<ul style="list-style-type: none"> Win sound effect Stop music when you win Center slider
User 3 Name: Eddie	<ul style="list-style-type: none"> Not confused Very straightforward 	<ul style="list-style-type: none"> Good level, start a little slow Speed up start a bit 	<ul style="list-style-type: none"> Music is good Transitions are cool
User 4 Name: Emi	<ul style="list-style-type: none"> Do I press the chat box? What do I press to stop the bar? 	<ul style="list-style-type: none"> Too easy Very slow Speed it up and punish the player for messing up 	<ul style="list-style-type: none"> Add sound effects I liked the transitions and music Center the slider bar
User 5 Name: Kai	<ul style="list-style-type: none"> Do I just press the box? Pretty easy to understand 	<ul style="list-style-type: none"> Way too easy Way too slow Speed it up 	<ul style="list-style-type: none"> Add sound effects Stop the music when you aren't in the modal Make the music loop

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



What trends did you identify in your feedback?

- Too easy
- Needs to be faster
- Add sound effects
- Make instructions more obvious

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



What changes did you make to improve your puzzle UI?

- Sped it up to make it harder by switching to jquery animations
- Added click sound effects
- Capitalized and made the instruction to press space red