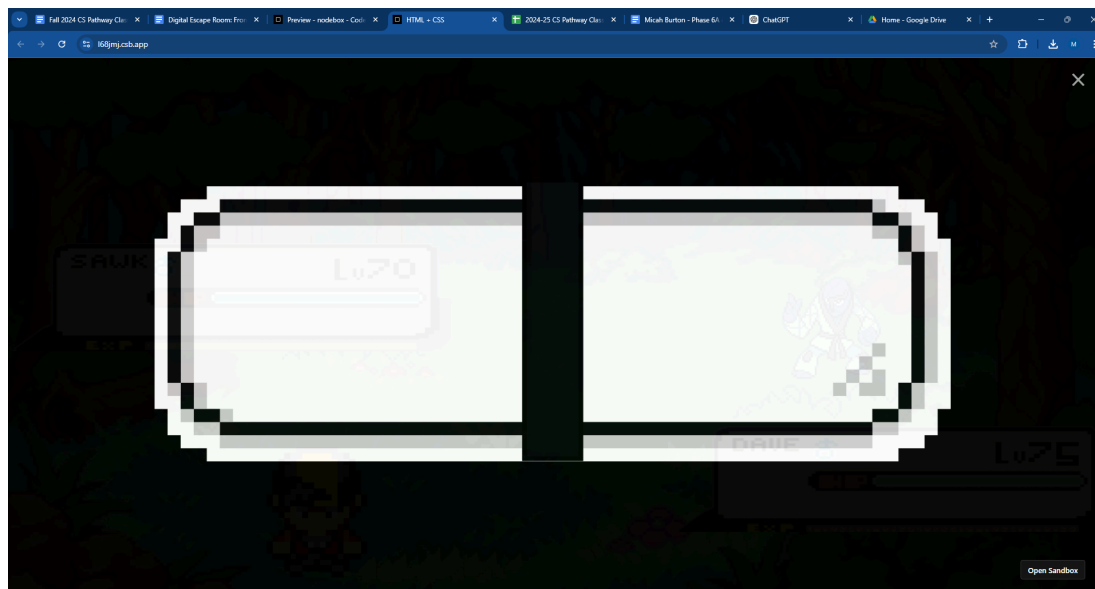


# UX Testing + UI Iteration



	<b>INTUITION:</b> Based on the layout of the page, describe what you think the puzzle will be and how the user should solve it. Why do you think that?	<b>DESIGN:</b> How should styling (sizes, colors, fonts, alignment) be changed to make a more visually appealing, clear, and space efficient layout? Does the page match the mockup that was made in the team slides?	<b>Custom Question:</b> What is something you want feedback on? Write your own question here!
<b>User 1 Name: Kai Luzniak</b>	<ul style="list-style-type: none"> <li>• I think it will be a timing thing based on the modal</li> <li>• The user will probably have to stop something at the right time by clicking a button</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>• Make the pokemon and trainer centered on the grass circles</li> <li>• Increase resolution of background image</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>• How are you going to code the slider</li> <li>•</li> <li>•</li> </ul>
<b>User 2 Name: Raymond Kumamoto</b>	<ul style="list-style-type: none"> <li>• I think it will be a pokemon battle minigame</li> <li>• I think you will have to stop the modal slider image at a certain time</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>• Make the trainer smaller</li> <li>• Make the name boxes smaller</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>• How can you position images more accurately</li> <li>•</li> <li>•</li> </ul>
<b>User 3 Name: Cristian Ethan Hutchings</b>	<ul style="list-style-type: none"> <li>• It looks like a pokemon battle between the trainer and sawk</li> <li>• You have to time the slider bar</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>• Position the name tags better to over their heads</li> <li>• Make it obvious to click sawk</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>• How to get higher resolution images</li> <li>•</li> <li>•</li> </ul>
<b>User 4 Name: Eddie G</b>	<ul style="list-style-type: none"> <li>• It looks like a pokemon battle</li> <li>• Maybe you do something with the box to beat the pokemon. I dont know what</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>• Which name is for which one</li> <li>• Make the images higher resolution</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>• How do you add on hover effects</li> <li>•</li> <li>•</li> </ul>
<b>User 5 Name: Emi Angeles</b>	<ul style="list-style-type: none"> <li>• The slider needs to be stopped at a certain time by a key</li> <li>• You need to beat all six pokemon</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>• Change the background to something higher resolution</li> <li>• Use an on hover effect to make it obvious where to click</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>• How would you better position the name tags</li> <li>•</li> <li>•</li> </ul>

## UI Before Feedback



## UI After Feedback

What trends did you identify in your feedback?

- Make it obvious where to click
- Make the images higher resolution
- Position images better
- Change the position of the name plates
- Add on hover effect

What changes did you make to improve your UI?

	<ul style="list-style-type: none"><li></li><li></li><li></li><li></li><li></li></ul>
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