

UX Testing + UI Iteration



<p>Each Member of Your Team Will Have the SAME 5 Users (one member from each of the other teams) 📌</p>	<p>PUZZLE (Observation Only): <i>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?</i></p>	<p>NARRATIVE (Ask Out Loud): <i>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?</i></p>
<p>User 1 Name: Duncan</p>	<ul style="list-style-type: none"> • Struggled a lot • Too hard • Center text 	<ul style="list-style-type: none"> • Just make them all the same, choose one room to make them all look like • A story about fighting pokemon • Everyone should use the same textboxes
<p>User 2 Name: Owen</p>	<ul style="list-style-type: none"> • Likes the dinging sound • How many rounds • Remove onclick for pokemon • Link next webpage 	<ul style="list-style-type: none"> • Very straightfoward • Defeat pokemon get pokeball • Good continuity, other should connect to mine
<p>User 3 Name: Ryan</p>	<ul style="list-style-type: none"> • Center text • Get rid of x • Make instructions clearer • Make instructions a one time thing • Fix bug • Make text in intro screen • Fix cropped images • Make last level slower 	<ul style="list-style-type: none"> • Fighting the pokemon • Not an overarching besides going through the gyms • Explain situation(pokemon)
<p>User 4 Name: Jaiden</p>	<ul style="list-style-type: none"> • They are failing on the later rounds • Telling them to click earlier than they think was helpful • They fail on the last round a lot • A bit too hard • Multiple lives • Make it go back and forth • Center the modal 	<ul style="list-style-type: none"> • Fighting the pokemon was the story • Looks like all the others • All rooms have good continuity

User 5 Name: Oscar

- Didn't read instructions first time
- Failed on the last one
- Did I click the pokeball
- Three lives or health bar

- Story is you are a pokemon trainer
- Doesnt seem a story, sees a theme
- The story makes sense
- Likes the animation

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



What trends did you identify in your feedback?

- Its too hard and they fail on the last lvl
- Get rid of being able to exit the modal and enter it by clicking on the Pokemon because it causes bugs
- Center modal
- Make all the rooms more cohesive

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

What changes did you make to improve your puzzle UI?



- Slowed it down and gave more leeway with what was counted as a block
- Deleted the x and onclick for the pokemon
- Centered modal
- Added intro screen with text
- Added insult about the previous elite four
- Note: Skipped to the end so gif wasn't too long.