



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: Nicolas	<ul style="list-style-type: none">Its kinda self explanatory but the other lit up interaction is throwing it off.You swipe the card	<ul style="list-style-type: none">It was easyIt was fun	<ul style="list-style-type: none">Make map modal workMake settings modalMake box hoverAdd X to the cornerMake modal transparent
User 2 Name: Maximilian	<ul style="list-style-type: none">You click on the yellow taskYou swipe the card	<ul style="list-style-type: none">The puzzle is easy	<ul style="list-style-type: none">Add a sound when hovering over the task imageMake a swipe card complete sound
User 3 Name: CJ	<ul style="list-style-type: none">You swipe your card, and it is an error	<ul style="list-style-type: none">I liked the puzzle, maybe make it so you can swipe twice	<ul style="list-style-type: none">Add a "task complete"Add an error sound when the task is completed
User 4 Name: Dorian	<ul style="list-style-type: none">I clicked the white task and it didn't workI clicked the other task and it workedI swiped my card	<ul style="list-style-type: none">I liked the puzzle	<ul style="list-style-type: none">Make the card a little biggerIt looks stretched outRemove the grey background, make it transparent
User 5 Name: Alex	<ul style="list-style-type: none">I swiped the card and it turned into an error	<ul style="list-style-type: none">Puzzle was easyMake it harderMake it more interactive	<ul style="list-style-type: none">Make a red cover over everything when finishedAdd an among us X to the modal

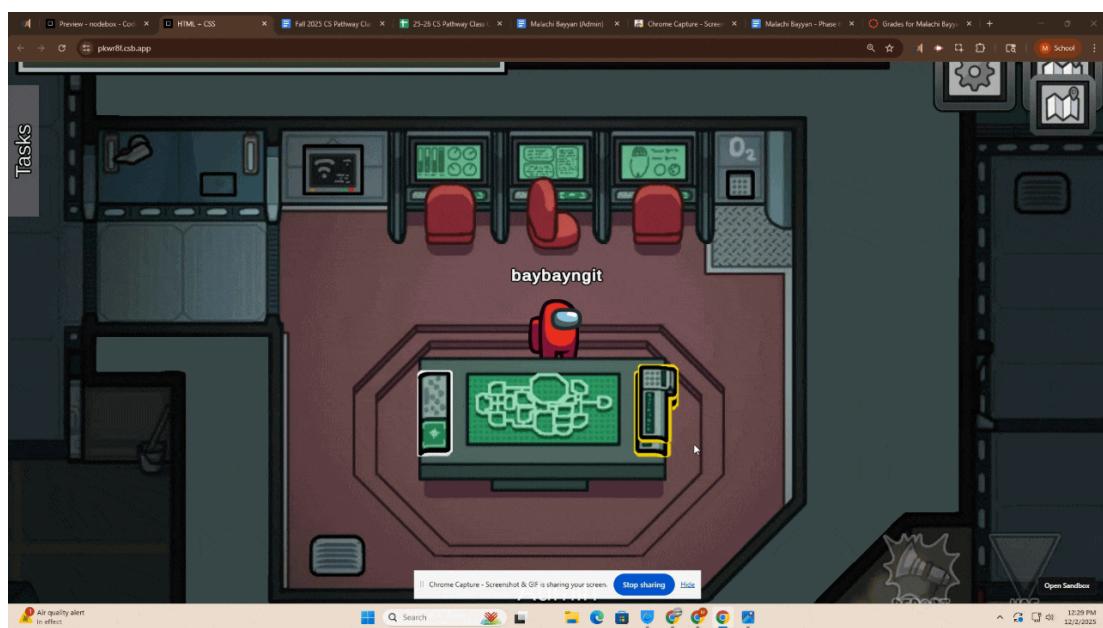
UI Before Feedback (GIF recorded with [Chrome Capture](#))



What trends did you identify in your feedback?

- They clicked on the white task and thought it was the task
- The puzzle was easy
- Add an among us X to the corner
- Add a way to know the task is finished (error screen)

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



What changes did you make to improve your puzzle UI?

- The task is bigger
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