



# UX Testing + UI Iteration



	<b>LOGIC:</b> Click around the page and try to solve the puzzle. Explain the puzzle you are solving and talk out loud when you are stuck.	<b>INTUITIVENESS:</b> Was the puzzle too easy or too hard? How could the puzzle difficulty be adjusted to make it more intuitive and enjoyable?	<b>JOY:</b> What elements of the UX could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)
<b>User 1 Name:</b> <b>Nicolas</b>	<ul style="list-style-type: none"><li>• Its kinda self explanatory but the other lit up interaction is throwing it off.</li><li>• You swipe the card</li></ul>	<ul style="list-style-type: none"><li>• It was easy</li><li>• It was fun</li></ul>	<ul style="list-style-type: none"><li>• Make map modal work</li><li>• Make settings modal</li><li>• Make box hover</li><li>• Add X to the corner</li><li>• Make modal transparent</li></ul>
<b>User 2 Name:</b> <b>Maximilian</b>	<ul style="list-style-type: none"><li>• You click on the yellow task</li><li>• You swipe the card</li></ul>	<ul style="list-style-type: none"><li>• The puzzle is easy</li></ul>	<ul style="list-style-type: none"><li>• Add a sound when hovering over the task image</li><li>• Make a swipe card complete sound</li></ul>
<b>User 3 Name:</b> <b>CJ</b>	<ul style="list-style-type: none"><li>• You swipe your card, and it is an error</li></ul>	<ul style="list-style-type: none"><li>• I liked the puzzle, maybe make it so you can swipe twice</li></ul>	<ul style="list-style-type: none"><li>• Add a "task complete"</li><li>• Add an error sound when the task is completed</li></ul>
<b>User 4 Name:</b> <b>Dorian</b>	<ul style="list-style-type: none"><li>• I clicked the white task and it didnt work</li><li>• I clicked the other task and it worked</li><li>• I swiped my card</li></ul>	<ul style="list-style-type: none"><li>• I liked the puzzle</li></ul>	<ul style="list-style-type: none"><li>• Make the card a little bigger</li><li>• It looks stretched out</li><li>• Remove the grey background, make it transparent</li></ul>
<b>User 5 Name:</b> <b>Alex</b>	<ul style="list-style-type: none"><li>• I swiped the card and it turned into an error</li></ul>	<ul style="list-style-type: none"><li>• Puzzle was easy</li><li>• Make it harder</li><li>• Make it more interactive</li></ul>	<ul style="list-style-type: none"><li>• Make a red cover over everything when finished</li><li>• Add an among us X to the modal</li></ul>

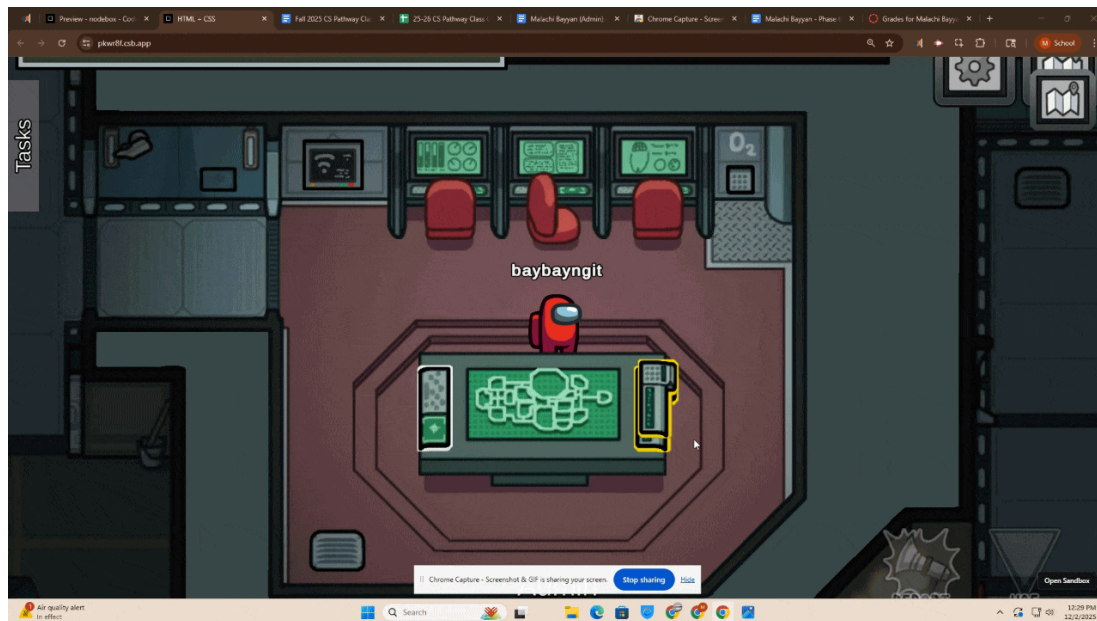
## UI Before Feedback (GIF recorded with [Chrome Capture](#))



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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