

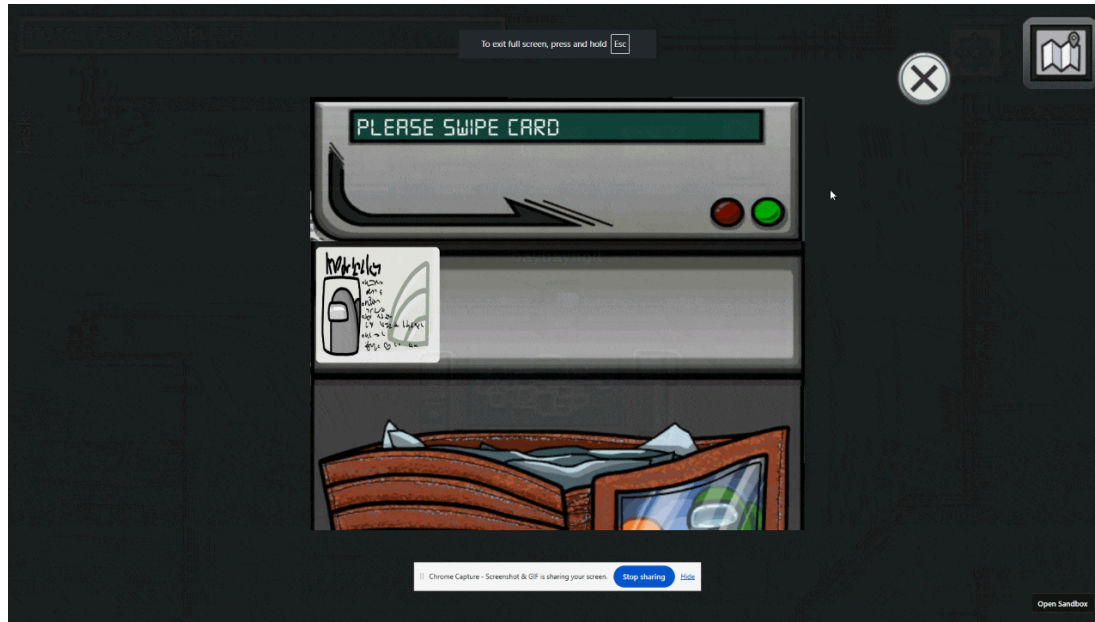


UX Testing + UI Iteration



Each Member of Your Team Will Have the SAME 5 Users (one member from each of the other teams and one non-CS Pathway student) 📌	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>	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>
User 1 Name: Mekhi	<ul style="list-style-type: none">• Likes card swipe• Better indication of what to do• Make map better	<ul style="list-style-type: none">• The story is to swipe the card, needs more indication• The story was unclear• UI is same as among us• Add sound
User 2 Name: David	<ul style="list-style-type: none">• He clicks other parts of the image that isnt clickable• He clicks parts of the map that isnt clickable• They get stuck thinking your supposed to click the task again (change timing and make it not clickable anymore• It's easy• There isnt alot of hints for the user	<ul style="list-style-type: none">• Story is clear but very simple.• UI/game look fits the style well.• Liked the card swipe interaction.• Add sound
User 3 Name: Roderick	<ul style="list-style-type: none">• Clicks different areas in the image• Sees the completed task and goes to map• Map doesnt have working parts	<ul style="list-style-type: none">• Basic idea of the task makes sense but lacks context.• Indication on what to do next after task• More story buildup could help.• Add sound
User 4 Name: Ben	<ul style="list-style-type: none">• Finds it self explanatory• Swipes the card• Attempts to swipe the card again• Goes to map	<ul style="list-style-type: none">• Make better indication that task is completed• Make a note for what to do• UI looks nice• Add sound
User 5 Name: Austin	<ul style="list-style-type: none">• Map doesnt have working parts• He continues to swipe the card	<ul style="list-style-type: none">• Knows what to do but the objective but said its pretty easy• Enjoys the UI look overall.• Add Sound• Map needs polish and better indication into the narrative.

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



What trends did you identify in your feedback?

- They open modal again to try and continues to swipe the card (lack of communication)
- They want more indication of what to do
- Add sound for UI and Indications
- Map needs to be polished

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

🎬 Entire Screen - Screencastify - December 14, . . .

Too Long for Gif (sorry)

What changes did you make to improve your puzzle UI?

- Fixed modals, and timing
- Added more indications
- Added Sounds to everything
- Map polished
- Made the game harder (More Puzzle)