



UX Testing + UI Iteration



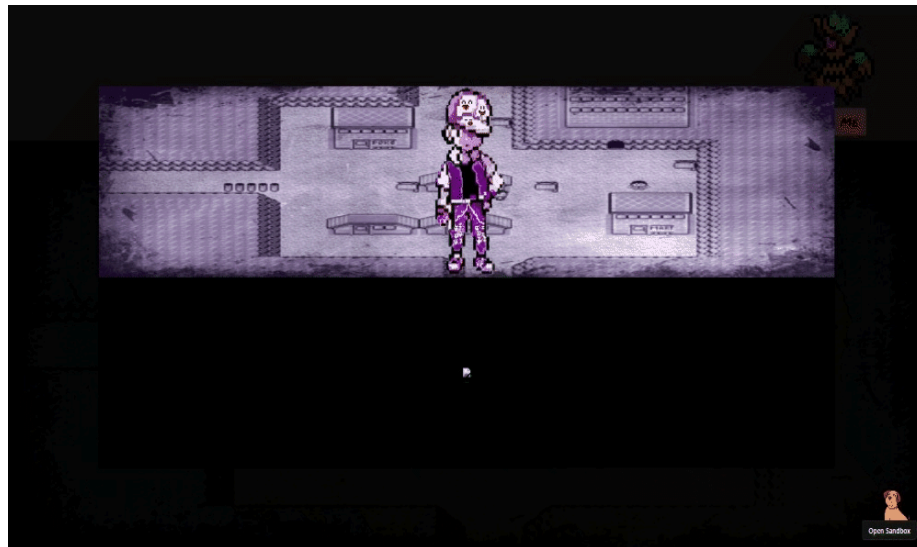
Each Member of Your Team Will Have the SAME 5 Users (one member from each of the other teams) 📌		
	PUZZLE (Observation Only): <i>As they solve your escape room where are they clicking when they shouldn't? Where are they getting stuck? What seems too hard or too easy? What types of hints were effective/ineffective?</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: Duncan	<ul style="list-style-type: none">• Seems to be struggling to find the pokemon and• The find my hint doesn't seem to work and is clicking on the wrong ones• Seems to be clicking too fast	<ul style="list-style-type: none">• Did not understand plot• Hard to find dragapult took forever• No theme or similarity with other
User 2 Name: Owen Saenz	<ul style="list-style-type: none">• Confused where the pokemon was• Scary game is too easy found all pokemon relatively fast.• Confused what the texts are saying	<ul style="list-style-type: none">• Scary Scary find gengar<ul style="list-style-type: none">• Add dinging sound for text boxes• Scary Scary add your pokemon ending
User 3 Name: Ryan Lewis	<ul style="list-style-type: none">• It looked pretty easy (maybe decrease time every level• Confused on the texts• Skips through the texts without looking at them	<ul style="list-style-type: none">• Make sure to change the texts• Make it some way so that the user doesn't skip the texts• Don't understand the story
User 4 Name: Jayden Martinez	<ul style="list-style-type: none">• Looked too easy• Went through every level just quickly pacing with the mouse• Looked confused on what to do	<ul style="list-style-type: none">• No clue what the story was.• Fix the speech bubbles• Didn't know instructions (clicked too fast)
User 5 Name: Oscar Ortiz	<ul style="list-style-type: none">• Speeding through it looking too quickly up and down through the• Is clicking too fast• Looked pretty normal difficulty	<ul style="list-style-type: none">• Fix red bug thing• Add a ding sound• Likes the game overall• Center the timer

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



What trends did you identify in your feedback?

- No text
- Add preload.js
- Fix bug with obstacles
- Add ding sound to texts
- Add two second timer each time before they click on the text box so they don't just speed through clicking them
- Add pokeball ending
- Center timer



- There is 4 more levels of this

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

What changes did you make to improve your puzzle UI?

<https://drive.google.com/file/d/1CsJYvCmL7OCvZP4YTiG1AGGn5krzoiKk/view?usp=sharing>

- Made pokemon images smaller
- Centered timer
- Added more sounds for suspense
- Added texts
- Added ending to the game
- Added audio to jumpscare
- Removed little people in background
- Fixed obstacles
- Finished preload
- Added ping sound
- Adjusted audio volumes
- Changed positions of more pokemon