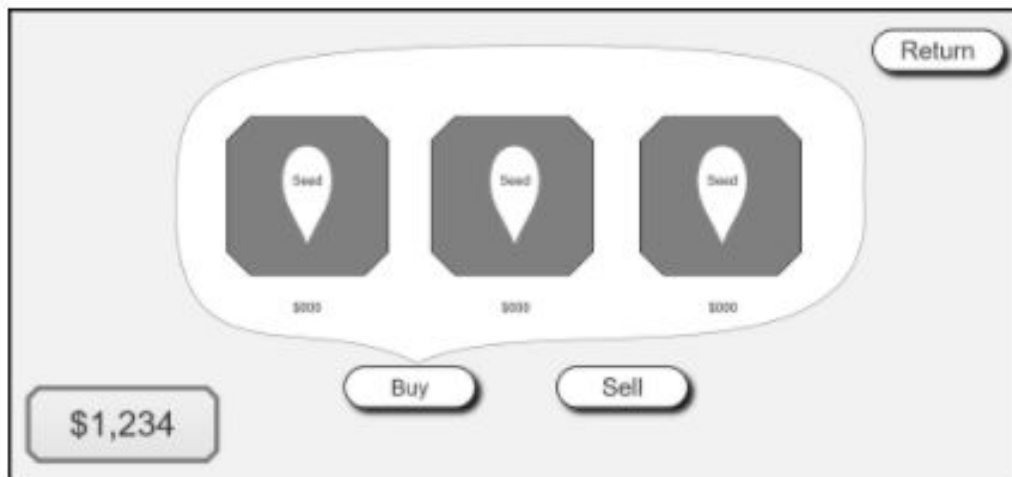


Wireframe Test: Return Button

Image: Drop



Image: Diamond



The images were provided to the participants asking the question of: **Which lay out of the return button looks the best?**

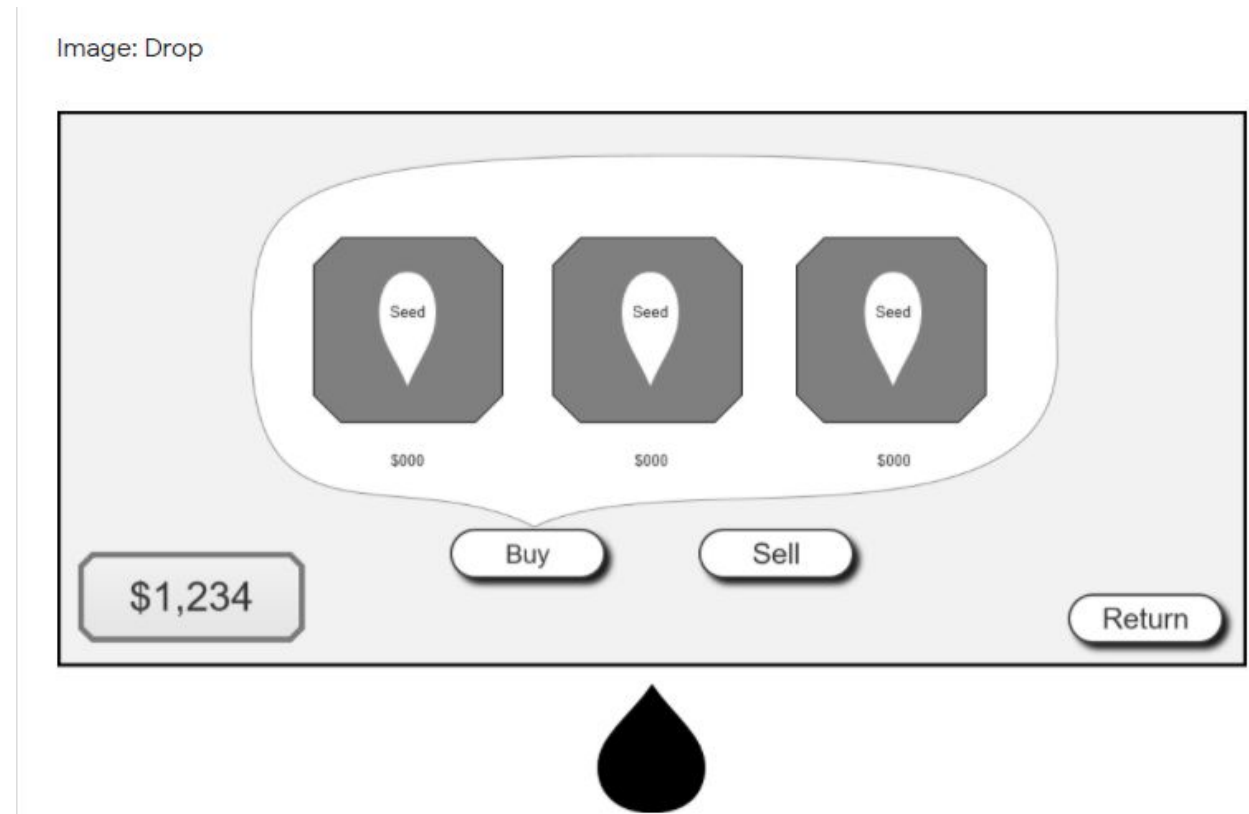
Wireframe test 1: Return button

7 Participants and the result was 5/7 thought the Image: Drop was the best layout.

There was an option to give more detail as to why they chose what they did and these were the responses as to why they chose what they did.

- While the top corners on the Drop image look a little more bare, the Diamond doesn't really make sense because the other buttons are below so it feels like the return button could be more easily missed or it takes a lot more effort to go to the top right corner. On the other hand, I could see why people would prefer Diamond since Windows users have their close button in the top right corner usually. **[Chose Image:Drop]**
- It's more symmetrical, being top-right was also kind of off for me for whatever reason. Probably because I expect the back/return button to be top left like the <- button on Google. **[Chose Image:Drop]**
- It's further away from the other buttons and corners are typically where menu navigation interactions are. It's also aesthetically balanced. **[Chose Image:Diamond]**
- confusing if the differences are the tear drop or not. confuse return button on bottom because closer to other buttons, less movement. **[Chose Image:Drop]**
- It looks really nice and more unique than the diamond, and mirrors the shape of the seeds. **[Chose Image:Drop]**
- less movement of my mouse between buttons. Feels even. **[Chose Image:Drop]**
- **[No response; Chose Image:Diamond]**

Conclusion:



There were mentions of other layouts and issues, but as this was just A/B testing and it was over 66% for drop layout of the return button. This will be the layout we continue on with, however the comment of feeling aesthetically balanced so I will talk about the Shop keeper being in the upper right to balance the view of the layout visually. If we make the shop keeper character an upclose and put him in the corner upper right it would fulfill that balance want.