



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): 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?

NARRATIVE (Ask Out Loud): 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?

User 1 Name: Macai

- Hes clicking random things that you cant click
- Hes looking at the hint and now is looking for the numbers
- He found a number and thinks that when the cursor disappears he thinks a number is there
- He thinks its fine,

- Its among us
- He sees that hes in electrical and he cant find the numbers
- He says the numbers are difficult to find
- He says the scene is like the lights are out
- It feels pretty connected to the othe rooms, he doesnt have any other cool feedback
- You have to hover over the number with the mouse itself. Make a bigger hitbox

User 2 Name: David

- I like the flashlight
- Im confused why is the among us guy there when the cursor is like that?
- They are clicking all the way around confused
- The note should be bigger.
- Are the numbers in the order that you find it
- Finding the numbers is hard. Sometimes the cursor goes away and i think i found the number.
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- Your just doing the tasks
- The numbers are hard to find.
- They all look pretty similar i wouldnt change anything.
- I would make some parts of the UI bigger to make it more unified.
- Change the crew member in the back when the cursor is among us.
- Thats cool that i can see what order to put the nu,bers.
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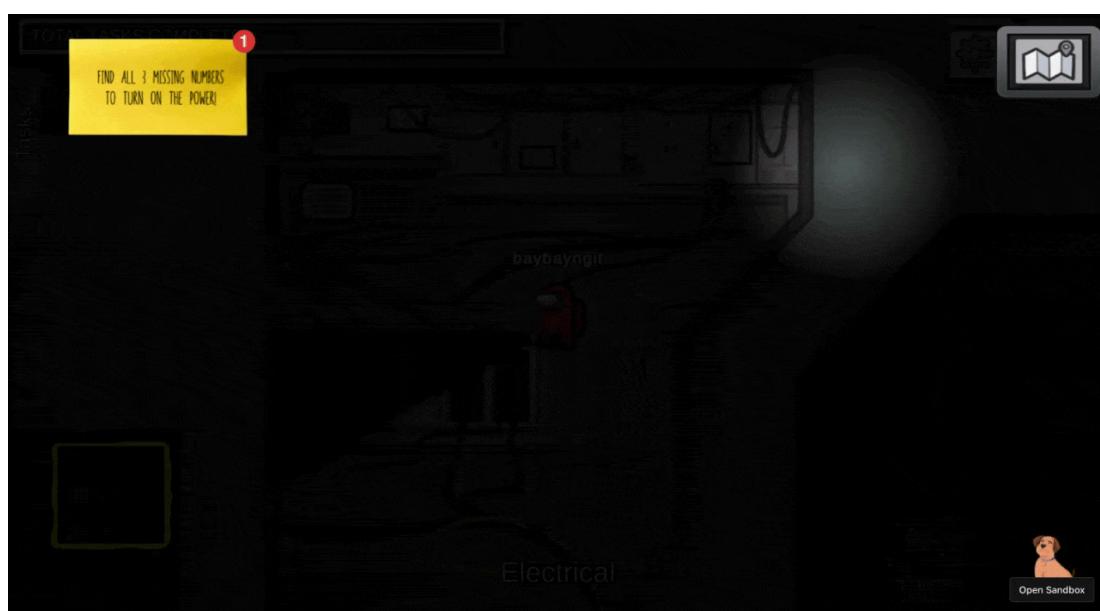
User 3 Name:
Roderick

- Im looking at the outlined box.
- Make the hitbox bigger.
- I feel like maybe if the cursor was close it should show not just when its directly on it.
- Make the note wayy bigger and maybe take the one off because its confusing if thats one of the missing numbers.
- Clarify that the light is whats helping find the lights.
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- It looks like the map is lights off
- They all look like among us
- Add sound like when you find the numbers or something
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User 4 Name: Ben	<ul style="list-style-type: none"> Its too difficult Nothings really confusing me besides the number things Maybe i would change it so the numbers are a little easier to find. They were clicking the numbers in the modal randomly, because they were confused as to what the actual task was. This is good because it relates to like how people say the note should be bigger so i think that i need to make it bigger and it should eliminate peoples confusion. 	<ul style="list-style-type: none"> I would say its very like among us It feels exactly like your in the game Its very visually appealing its nice. I would say the elements feel the same, the map itself is the exact same. The map that connects everything is the exact same also
User 5 Name:	<ul style="list-style-type: none"> Its too hard i cant hover over the number I would change the size of the numbers Also make it so that i cant go outside of the walls= Why is the number turning weird on the edges of the wall Why is it in the wall! Why can i go inside of a wall!!!!!! 	<ul style="list-style-type: none"> I dont know whats happening im just walking around electrical Reads the note Im looking for the three missing numbers. He found the first number pretty quickly Im playing a website not among us

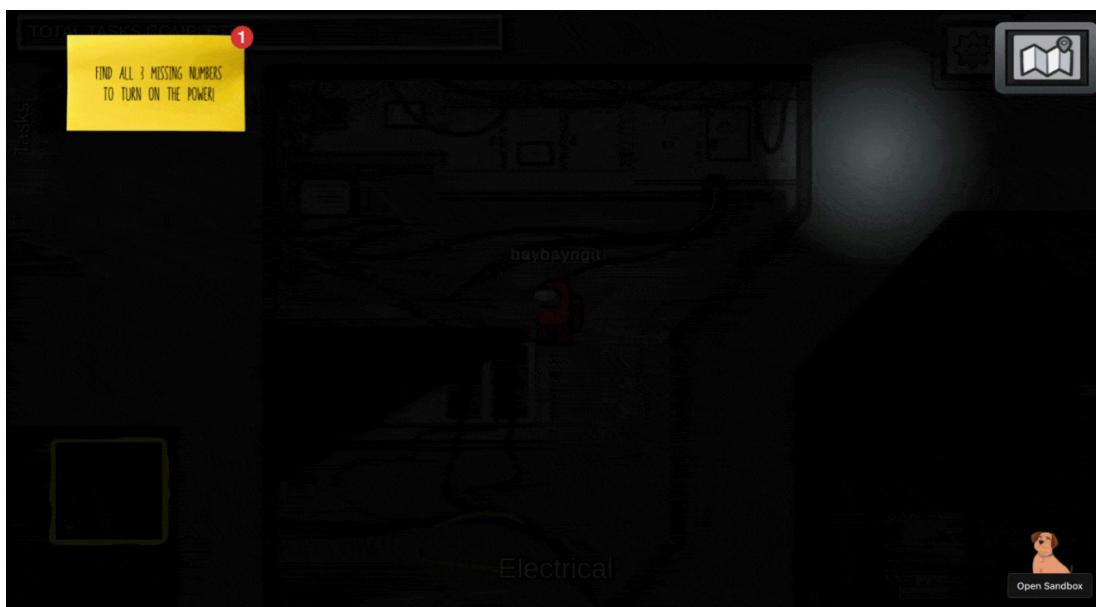
UI Before Feedback (GIF recorded with [Chrome Capture](#))



What trends did you identify in your feedback?

- Make the hitbox for the numbers bigger
- Make the note bigger
- Fix the map or make it more obvious the next steps
- Add a hint mid way through the game.
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UI After Feedback (GIF recorded with [Chrome Capture](#))



What changes did you make to improve your puzzle UI?

- Made the note bigger
- Fixed the map, removed the yellow boxed showed what rooms you have completed and indicated the next room.
- Also made the hitbox for the numbers bigger.
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