



UX Testing + UI Iteration

		User Interface: How could the styling of elements be changed to make a more visually appealing, clear, and space-efficient layout? (ex: sizes, colors, fonts, alignment, etc.)	User Experience: What elements of the user experience could be improved to make the page more intuitive and more fun/satisfying? (ex: sounds, hover effects, press effects, etc.)
User 1 Name: Aidan	<ul style="list-style-type: none">Keep the music player at the top, move the flags to the middle, and put the homepage button at the bottom.The Leicester Alliance background looks stretched.	<ul style="list-style-type: none">Maybe include a distinct sound for each flag when they're clicked.	
User 2 Name: Auria	<ul style="list-style-type: none">Make the top icon bigger so it's the same size as the flags.	<ul style="list-style-type: none">Add a click sound for the flags.Put something behind the text so you can't see the background (like highlighting.)Could also add a click sound to the characters.	
User 3 Name: Cooper	<ul style="list-style-type: none">The background pictures for the nations look a little too zoomed in. It would be better if it was zoomed out to show more detail.Characters are spaced nicely.Make the music player the same size as the flags. Make it more prominent.	<ul style="list-style-type: none">Maybe add a sound when you click on the characters.Make the text more obvious. Didn't notice it appeared at first.	
User 4 Name: Jordan	<ul style="list-style-type: none">The characters could be bigger.The buttons are too small.Maybe put the menu on the top.The homepage could give context (like maybe say what the continent is and the game it's from.)<ul style="list-style-type: none">Homepage background feels empty.	<ul style="list-style-type: none">There should be sounds when you click on the characters.	

User 5 Name:

Vivian

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| User 5 Name:
Vivian | <ul style="list-style-type: none">● Add a text box or title explaining what the webpage is about.● Add shadow or a box to the text so it's easier to read.● Center align the text.● Make the flags bigger.● Like how the background changes.● Have the text explain what the different nations are when you click on their flag.● Add a sound effect when you click on the characters (like a quote.)● Maybe add movement to the characters somehow (like with a GIF)● Add a sound to the flags to show that you're "traveling."● When you hover over the flag, add color highlighting over that nation on the map to signify that that's where you're travelling to. |
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UI Before Feedback (Screenshot / GIF)



What trends did you identify in your feedback?

- The menu icons should be resized to make the sizing consistent.
- The homepage should provide context for the website.
- The text should be highlighted or be in a box to make it easier to read.
- The flags and/or the characters should play sounds when clicked.

UI After Feedback (Screenshot / GIF)



What changes did you make to improve your UI?

- I resized the menu icons to make them more evenly sized.
- I changed the background images to show a bit more detail.
- I center aligned the text and added text to describe the nations.
- I added context for the website on the homepage.
- I added background color behind the text.
- I added sounds for when the characters are clicked.



Dimitri Alexandre Blaiddyd is the future king of the Holy Kingdom of Faerghus and leader of the Blue Lions at Garreg Mach Monastery. Noble and strong, he believes in doing the right thing and protecting the innocent. When he was 10, his entire family was killed in the Tragedy of Duscur. He secretly dreams of getting his revenge for this, no matter how long it takes.

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Welcome to the continent of Fóldan, from the game Fire Emblem: Three Houses.

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