



# 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):** 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:  
Eddie

- Found both tapes quickly
- Takes a while to click the fixed tape
- Finds the numbers quickly once realized how the flashlight works
- Clicks all the lockers when not needed too

- Could make the fixed tape more clearer when unlocked (make it glow or something like that)
- Sounds are good and fitting

User 2 Name:  
Julian

- Ignores the inventory box on top left
- Started clicking everything even though the cursor never turns into a pointer on it
- History saved on 3 digit code so it was easy to cheated

- Story is clear
- Could make the volume lower

User 3 Name:  
Ryan

- After clicking all the tapes it took a while to click the fixed tape
- Took a while to find the flashlight

- Include background music
- Make it so that you don't have to click the x in order to close the modal but instead click anywhere to close it
- The numbers don't appear when there in the uv light but instead when the mouse is over it
- Remove the saved history on the locker code
- Cleaver giving the illusion that there's a timer

User 4 Name:  
Emily

- Was able to highlight the screen, revealing the tape
- Should add preloads due to the modal being late
- Tries the door code
- Takes a bit of time finding the hidden numbers
- Full screen moved the number's location, should fix this with margins

- The intro modal helps explain the story
- Was visually pleasing
- Could make it easier to find the numbers (hints)

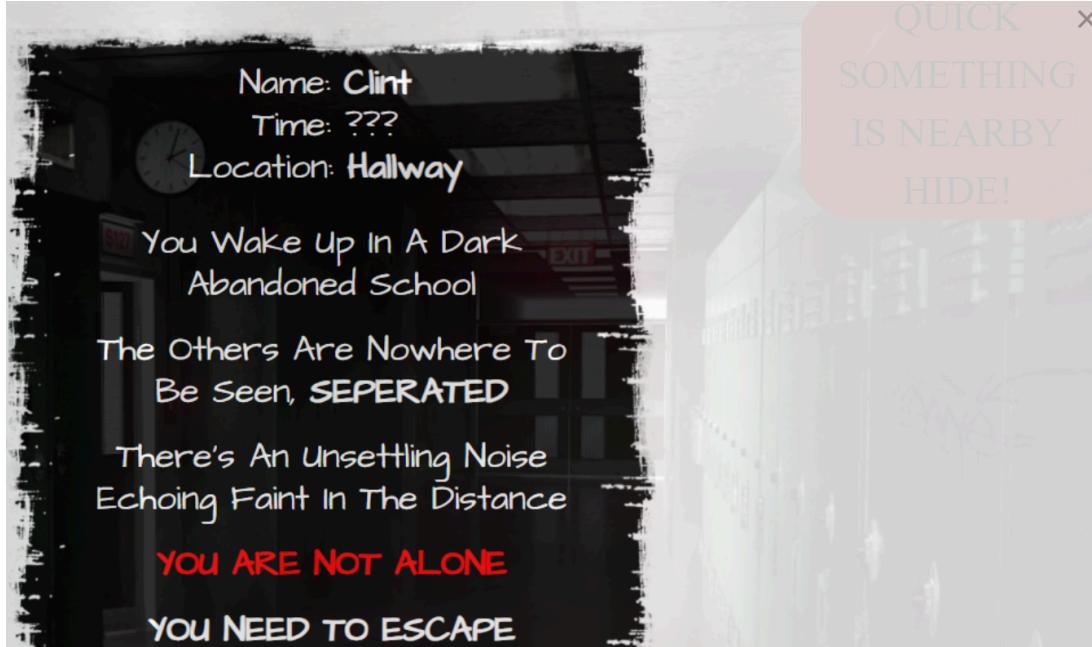
User 5 Name:

Duncan

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- Could make it so that the numbers appear when it's over the box the image is in instead of only when the mouse is over the image

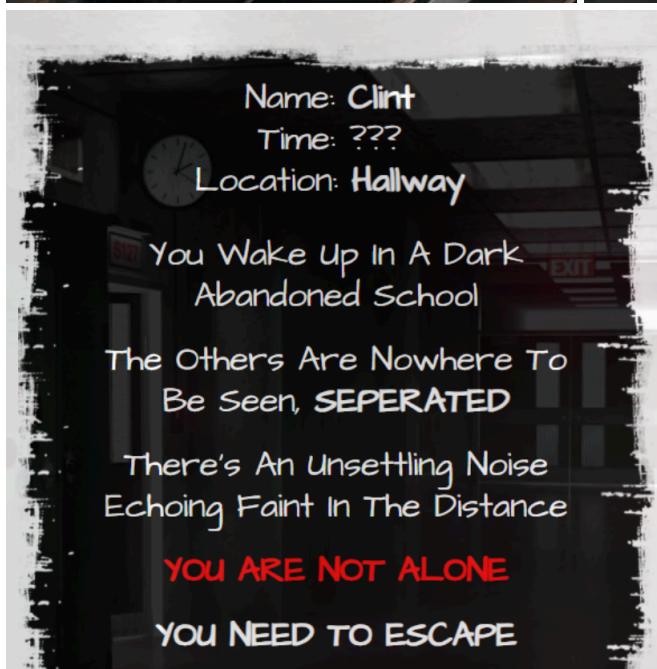
UI Before Feedback (GIF recorded with [Chrome Capture](#))



What *trends* did you identify in your feedback?

- It took people a while to realize that the fixed tape appears in their inventory.
- Takes people a long time to find all three numbers with the UV light since the mouse has to be directly over the number in order to show up
- The locker combination saved on the history of the text box which revealed the answer
- An annoying thing for people was clicking the small x on top right to close the intro modal

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



## What changes did you make to improve your puzzle UI?

- Added a ring that appears over the fix tape once you unlock it
- Made it so that the numbers will show up even if the mouse is not directly over it
- Removed the saved history of the textbox by adding the code autocomplete="off"
- Made it so that you could click anywhere to close the opening modal