



UX Testing + UI Iteration



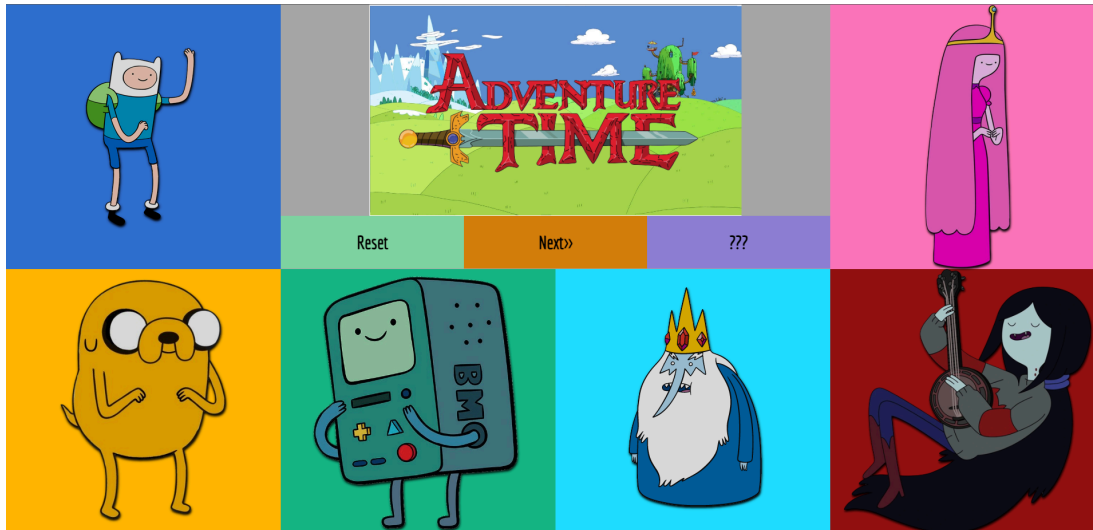
	User Interface: How could the styling of elements be changed to make a more visually appealing, clear, and space efficient layout? (ex: sizes, colors, fonts, alignment, etc.)	User Experience: What elements of the user experience could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)
User 1 Name: Kai Louie	<ul style="list-style-type: none">• Change background image of logo area to match the color of the sky because the white stands out a bit too much• Fix the weird scroll during dance thing so it doesn't make the page act weird when the images are spinning• The double clicking for the spinning to stop is annoying so maybe make it so the reset stops the spinning also.	<ul style="list-style-type: none">• Maybe change the color of the glowing because it's hard to see against the colors of the box• Make it known that the logo photo plays sound•
User 2 Name: Nathan Escobar	<ul style="list-style-type: none">• On dance mode make the logo area change to a different image (ex: larger discoball? Maybe a gif of the characters dancing)• Get rid of the 1px margins around logo divs to make it more appealing•	<ul style="list-style-type: none">• Maybe add easter eggs to make even more engaging (ex: add the snail to in the coner of the logo div since hes in every episode, kinda a secret for fans)• The audio for dance mode and the theme song dont stop when other things are clicked (change to same functions as the images)•
User 3 Name: Mira Grim	<ul style="list-style-type: none">• Make images the same size (Finn is super small while bmo is super big)• Make the reset button make the spinning stop•	<ul style="list-style-type: none">• Music overlays on the second page (change and make sure the rest of the audio doesn't overlap)• Add hover over the actual logo area so people know you can click it•
User 4 Name: Aniya Gillings	<ul style="list-style-type: none">• The spinning is a bit funky since it keeps going even after you click the reset button so make it stop spinning when other things are clicked• The text on the info blocks could be more centered to make it more appealing	<ul style="list-style-type: none">• Some of the audio on the second page (rainicorn and fern) overlap••

User 5 Name:

Jacob Bozzalla

- Some of the images could be **sized better** (ex: finn is main character but jake, bmo, and marcy are bigger)
- The **spinning action** could be changed so it automatically stops when you change to a different page.
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- Make it known which page you're on (maybe have it so when the character is clicked it will **change the background**).
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UI Before Feedback (Screenshot / GIF)**What trends did you identify in your feedback?**

- Make the reset button make the spinning stop along with the dance music. Same things with the Next button.
- Make sure the audio for all of the divs don't over lap (Recheck that you put the "stopSounds()" on all of the sound divs.
- Have logo image change during the dance sequence(Maybe into a discoball aslo.)
- In general sizing could be fixed to make it more eye appealing(hard to notice but would e fixed)
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UI After Feedback (Screenshot / GIF)**What changes did you make to improve your UI?**



- I changed the reset and next button to be page numbered to show which page is which. Following this I made it so when clicked the spinning and dance music will stop playing.
- I rechecked each function to make it so none of the audio overlaps and will stop playing when something else is clicked.

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