

# 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:**  
**Austin Northington**

- Turned on AI interface,
- Has to deal with screws
- Dosent want to read it
- Look at hint to figure it out

- Talks with AI to get the code
  - All AI text (useless)
  - Wants to bypass it
  - Good puzzles
  - Add health bar?
  - Spellings
- Better transitions between sites?

**User 2 Name:**  
**Noah Z**

- Likes the Menu
- Center the Ai talking more inscreen of the image of front.
- No typing and has a button as a suggested response
- Center inventory
- Likes the pizzle
- Makes it obvious puzzle that people overlook

- Talk with ai to get the code
- Cool but add buttons to make it easier
- Sound great
- Likes the story

**User 3 Name:** Yuly

- Shorten the text with the AI
- Turned on AI interface,
- Has to deal with screws
- Dosent want to read it

- Talks with AI to get the code
- Good puzzles
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**User 4 Name:**  
**Olivia**

- Screws were good,
  - Turned on AI interface,
  - Has to deal with screws

- Talks with AI to get the code
- Good puzzles

<b>User 5 Name:</b> <b>Arshad M</b>	<ul style="list-style-type: none"> <li>• Screws were good,</li> <li>• Turned on AI interface,</li> <li>• Has to deal with screws</li> </ul>	<ul style="list-style-type: none"> <li>• Talks with AI to get the code</li> <li>• Good puzzles</li> </ul>
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<b>UI Before Feedback (GIF recorded with <a href="#">Chrome Capture</a>)</b>	<b><i>What <u>trends</u> did you identify in your feedback?</i></b>
<p><b>Drive <a href="#">LINK</a></b></p>	<ul style="list-style-type: none"> <li>• Add this to main talking with ai and finalize rooms</li> <li>• Screw images arent there</li> <li>• Menu was working slightly</li> <li>• Fix the gone image</li> </ul>
<b>UI After Feedback (GIF recorded with <a href="#">Chrome Capture</a>)</b>	<b><i>What <u>changes</u> did you make to improve your puzzle UI?</i></b>

Drive [LINK](#)

- Added the change room
- Added menu
- Fixed misspellings
- Changed the text
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