



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
- Doesn't 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 in screen of the image of front.
- No typing and has a button as a suggested response
- Center inventory
- Likes the puzzle
- 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
- Doesn't want to read it

- Talks with AI to get the code
- Good puzzles
-

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

User 5 Name: Arshad M	<ul style="list-style-type: none">• Screws were good,• Turned on AI interface,• Has to deal with screws	<ul style="list-style-type: none">• Talks with AI to get the code• Good puzzles
--------------------------	---	--

UI Before Feedback (GIF recorded with Chrome Capture)	<i>What trends did you identify in your feedback?</i>
Drive LINK	<ul style="list-style-type: none">• Add this to main talking with ai and finalize rooms• Screw images arent there• Menu was working slightly• Fix the gone image
UI After Feedback (GIF recorded with Chrome Capture)	<i>What changes did you make to improve your puzzle UI?</i>

Drive [LINK](#)

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