



# UX Testing + UI Iteration

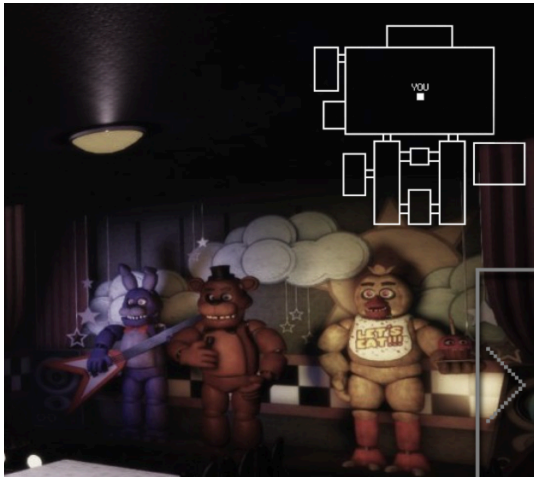


<b>Each Member of Your Team Will Have the SAME 5 Users</b> (one member from each of the other teams and one non-CS Pathway student) 📌	<b>PUZZLE (Observation Only):</b> As they solve your escape room where are they clicking when they shouldn't? Where are they getting stuck? What seems too hard or too easy? What types of hints were effective/ineffective?	<b>NARRATIVE (Ask Out Loud):</b> 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?
<b>User 1 Name:</b> Austin N	<ul style="list-style-type: none"><li>• Puzzle was pretty simple to navigate but starting it was a bit confusing</li><li>• Navigating is a bit hard and jarring as well</li><li>• The arrows should be clicked and not be hovered on to move</li><li>• Changing the background color to black would fix the jarring white flashes when moving around the pizzeria</li><li>• Adding a fade/transition would also help a lot</li></ul>	<ul style="list-style-type: none"><li>• He thinks that the story is exploring the pizzeria and finding multiple clues on why it closed, changing the background color would help unify the rooms a lot better as they would make it less jarring moving from room to room. Also adding the intro and ending cutscene will help people understand the story a lot better.</li></ul>
<b>User 2 Name:</b> Kai Y	<ul style="list-style-type: none"><li>• Had trouble figuring out what to do first</li><li>• Should add an objectives list/mission list</li><li>• Remove hover to move around</li><li>• Fix white flashes and add transitions so it's more smooth</li><li>• Add more time for the kitchen puzzle</li><li>• Open world is great, should not change to linear</li></ul>	<ul style="list-style-type: none"><li>• He thinks that the story is like finding answers to puzzles so they can escape before they get stuck in there. He also recommended to add animations/change background color to make traversal a lot more pleasing to the eyes. He also wanted to keep the open world aspect because it adds mystery.</li></ul>
<b>User 3 Name:</b> Djamal B	<ul style="list-style-type: none"><li>• Confused on where to start and said that we should have some sort of hint or something in the beginning to let you know where to begin like an objectives list</li><li>• Have the keys actually be collectible so that the office puzzle is better.</li><li>• Understood the puzzles pretty quickly, especially mine, but it's not completed.</li><li>• The atmosphere and sounds are great.</li></ul>	<ul style="list-style-type: none"><li>• He thinks that the story is about finding out about the pizzeria and learning about its past while also surviving the animatronics, and one key feedback he gave to help unify all the rooms were to finalize some of the ui for the puzzles because they feel very different.</li></ul>
<b>User 4 Name:</b> Zaydan A	<ul style="list-style-type: none"><li>• Understood all of the puzzles instantly, but some notes are hints that are not that easy to spot.</li><li>• Some combinations didn't work in the kitchen puzzle, and some things that can be clicked need to be easier to spot.</li></ul>	<ul style="list-style-type: none"><li>• He thinks that the story is about being the security guard and surviving five nights at freddy's 🤖 Some feedback he gave to help unify all of the rooms were to also finalize the ui in all of the puzzles because some</li></ul>

	<ul style="list-style-type: none"> <li>• Adding a minimap helped a tremendous amount, and the ui added a lot to the entire escape room.</li> <li>• There are a couple of bugs to iron out in the generator room as well in the kitchen.</li> <li>• There is a pretty noticeable delay on some images clicked on, and there is a way to fix it by using preloading.</li> <li>• There was also a leftover feature from a past version that was in all the rooms so we need to remove the notes.</li> </ul>	<p>of them are either not working, not in the right spot, or look different to the others. Lastly he wishes that the cutscenes are done to help introduce the story and also end in a very cool ending cutscene.</p>
<b>User 5 Name:</b> Sebastian C	<ul style="list-style-type: none"> <li>• Minimap and new ui has made traversing through the pizzeria a lot better as well as replacing the hover to click.</li> <li>• Fix the multiple bugs around the different puzzles</li> <li>• Add in the main floor puzzle a hint to check out the poster if you are confused.</li> <li>• Hallway orientation is pretty confusing</li> <li>• Add mission log</li> <li>• Make the foxy jumpscare even more rare because it appears too frequently</li> <li>• Finalize ui in some sections like the office and generator room so things match the buttons.</li> </ul>	<ul style="list-style-type: none"> <li>• He thinks that you are an urban explorer exploring five nights in freddy's but have to escape by solving the puzzles before the night ends. Some feedback to help unify the experience was adding a mission log to help users know where to begin, tweaking minimap a bit to help users understand where the arrows go, and finally also make the poster the boop sound.</li> </ul>



- Navigating was hard due to having the arrows move around by hovering over them instead of just clicking on them.
- It was also pretty hard due to not knowing what to do or where to go first, and also not knowing some things could be clicked.
- Have the puzzle and keys finished and working!
- Work out the bugs around the escape room such as arrows not appearing and lag.
- Add an objectives list that updates throughout the escape room!



- Made arrows so they need to be clicked

- Restricted the user on where they could go

- It's completed!

- Done!

- With a more restricted way of moving around user will just need to keep going forward/click on the next arrow to progress (No way of getting confused)