# UX Testing + UI Iteration

	INTUITION: *Based on the layout of the page, describe what you think the puzzle will be and how the user should solve it. Why do you think that?*	**DESIGN:** *How should styling (sizes, colors, fonts, alignment) be changed to make a more visually appealing, clear, and space efficient layout? Does the page match the mockup that was made in the team slides?*	**Custom Question:** *What is something you want feedback on? What are some problems you'd think i'd run into in the future* *What can I do to make it more fun?*
User 1 Name: Noah Z	● The layout of the tables and items are good! ● Too many images, have less/shift them around!	● Make the puzzle be a modal instead of the entire room. ● Line up the UI better! ● Close but still needs work to match mockup!	● Make the items actually function and allow you to place them on the tables!
User 2 Name: Tyler S	● Add better images! ● Puzzle in unclear ● Side angle is better top-down view	● Modal doesn't start in the beginning! ● Almost matches the mockup	● Add a death timer! ● Add a jumpscare! ● Add background music!
User 3 Name: James A`	● Layout is pretty good ● Too much checker pattern!	● Hover and click are pretty fun to look at and play with ● Modal use is also pretty good	● Make the puzzle work ● Make the way you move around better!
User 4 Name: Jordan D	● Give food/items in the right place, maybe order in order to win? ● Layout is okay but it looks a bit off	● Have images more organized! ● I really like the use of modals! ● Love hover and click effects!	● Add functionality! ● Add a counter or timer for a sense of urgency! ● Music and sound effects!
User 5 Name: Zaydan A	● Layout's a bit confusing ● The background image is disorienting ● The puzzle is a great idea	● Modal only shows one time and then it's gone! ● A little amount of tweaking would fix the layout so it looks more like the mockup	● Make the puzzle function and a timer or something to add suspense!
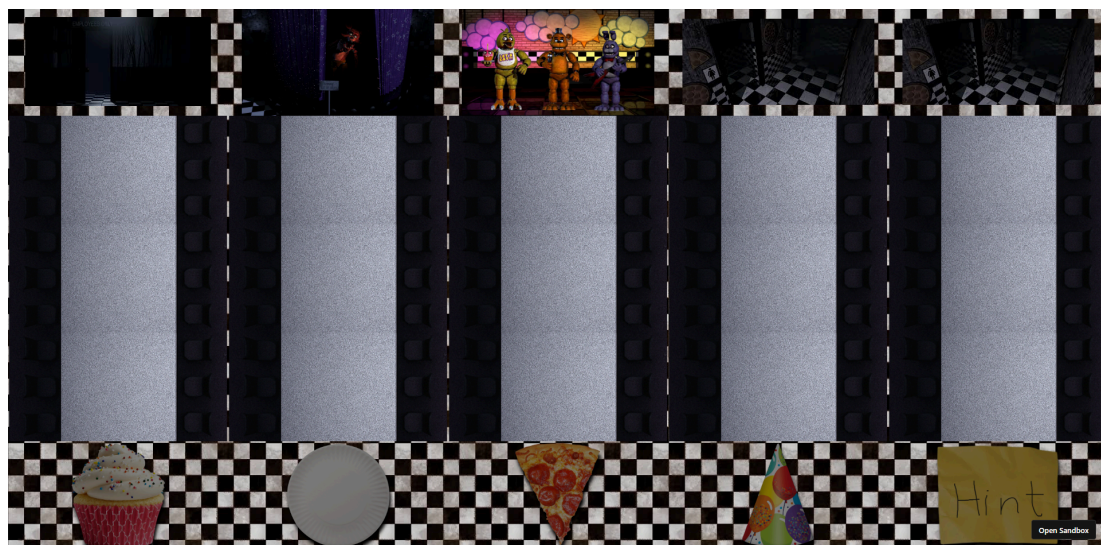
UI Before Feedback	*What <u>trends</u> did you identify in your feedback?*
	- The images and layout need some work - The puzzle is a tad confusing but it's a good idea that would work great. - Functionality needs to be finished - Add a counter/timer or animatronic to add fear and suspense - Modal's broken

UI After Feedback	*What <u>changes</u> did you make to improve your UI?*
	- The images and layout have massively been improved - The puzzle is more straightforward! - Functionality still needs to be finished, but now is more clear and less cluttered! - Animatronic are shown and we can see the threat now, still would be nice for a timer when the puzzle is started. - Modal's been fixed and no longer starts when the website loads