



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	<ul style="list-style-type: none">The layout is way better than before and actually looks really appealing!The buttons on the sides of the screen allow for the user to move much more easily around the pizzeria instead of just a simple image.	<ul style="list-style-type: none">I would change nothing except add an employee note or something to help explain to the user what the puzzle is and what order they need to place the items on the table.	<ul style="list-style-type: none">Finish the puzzle, as well as add the changes like rotten food for the narrative!Add the timer!
User 2 Name: James A	<ul style="list-style-type: none">The point of view/ angle of the scene is so good!The inventory system works great and shows the items the user has!	<ul style="list-style-type: none">Add an actual note/hintFinish the modal showing the different tables so the user knows what to do!	<ul style="list-style-type: none">Add something scary like music/audioTimer once the puzzle is started
User 3 Name: Tyler S	<ul style="list-style-type: none">Layouts are great!The puzzle needs to be finished.Great images used!	<ul style="list-style-type: none">It's perfectJust add a note/something to help user do puzzle	<ul style="list-style-type: none">Add audioAdd animatronic getting closer to you
User 4 Name: Jordan D	<ul style="list-style-type: none">Puzzle confusing because the modals not doneThe inventory does hint on what I need to do.	<ul style="list-style-type: none">Note or hint would help a lotModals are a good idea to use for the puzzle.	<ul style="list-style-type: none">Add bg musicTimer

User 5 Name: Zaydan A

- The puzzle needs to be done!
- Layout way better and it looks like a videogame!

- Add a note/hint!
- Complete modal so the puzzle is on that instead of on top of the main floor

- Add audio
- Timer

UI Before Feedback

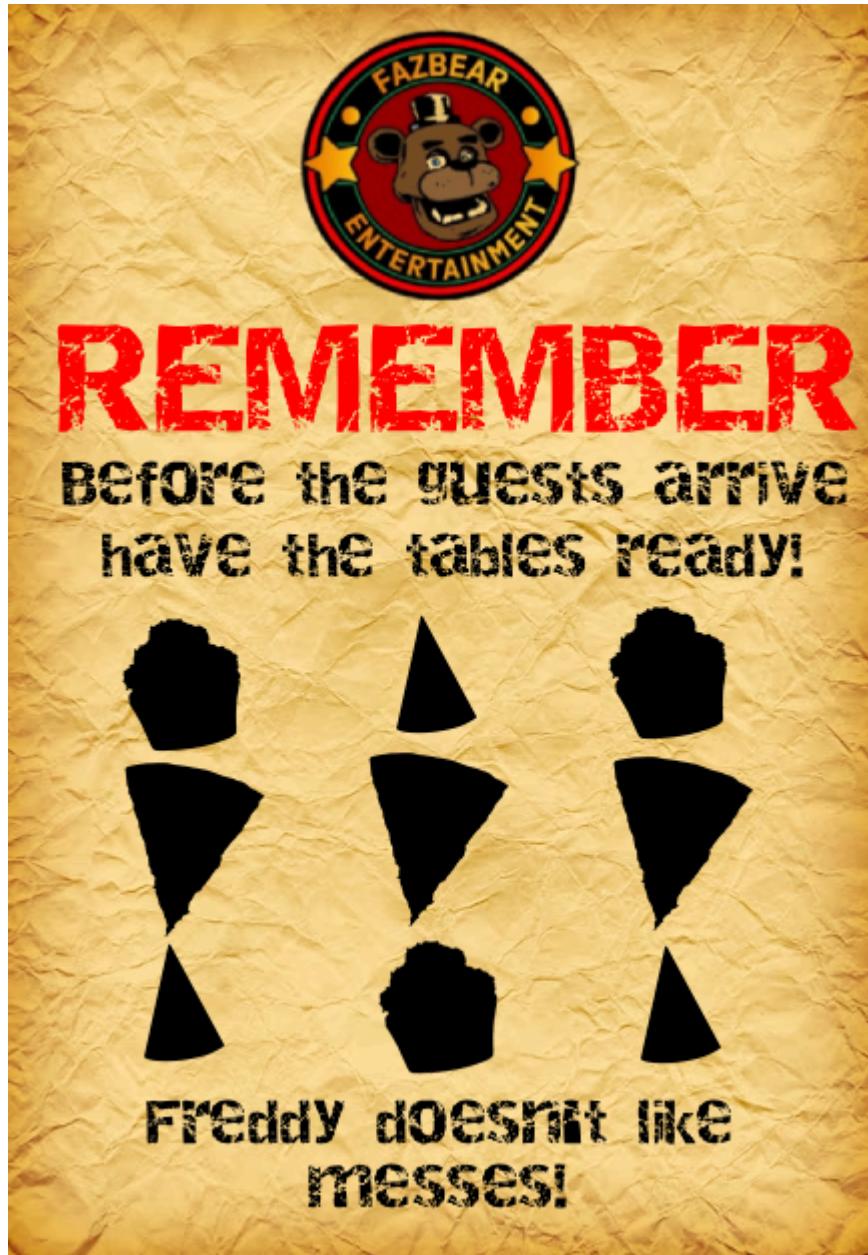


What trends did you identify in your feedback?

- The puzzle needs to be finished!
- Add hint/note
- Timer
- Audio

UI After Feedback

What changes did you make to improve your UI?



- The puzzle is nearly done!
- Hint/Note Poster has been added
- Invisible timer has been added, take too long and screen cuts to black
- Background music



Open Sandbox