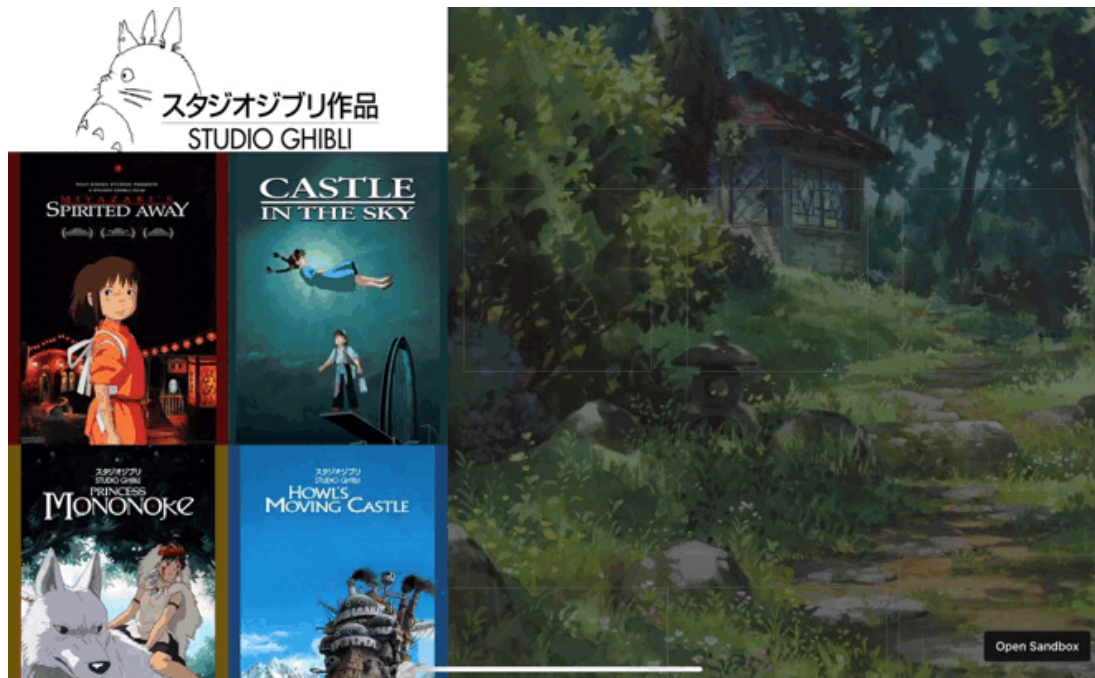# UX Testing + UI Iteration

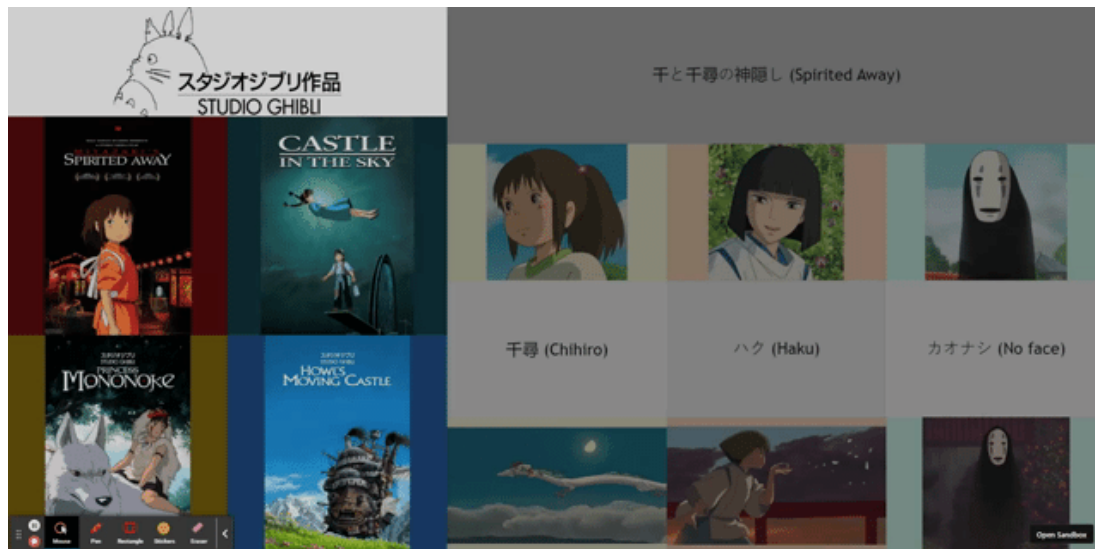|	**User Interface:** *How could the styling of elements be changed to make a more visually appealing, clear, and space efficient layout?* *(ex: sizes, colors, fonts, alignment, etc.)*	**User Experience:** *What elements of the user experience could be improved to make the puzzle more fun/satisfying?* *(ex: sounds, hover effects, etc.)*
User 1 Name: *Tochtli*	- Crop the images to align with each other, so it looks neater - Maybe make the font bigger/different	Color code the boxes with the characters
User 2 Name: *Jose*	Make text bigger because it's kind of small and hard to read, especially if it's on a mobile view	- Maybe when the site first loads, make it empty on the right side - Have a main text to start
User 3 Name: *Djamal*	- Make fonts bigger so it's easier to read - Make the movie pictures fill the entire div box - Maybe make the text in Japanese to make it more interesting	Make the clickable function on the images to make it more fun
User 4 Name: *Cleto*	- I like the layout of the site. It's pretty neat - You could make the font a bit bigger - Customize the font to match the theme	- Make the thing you can click highlighted when hovered over - Maybe a sound when you click on the images
User 5 Name: *Yuly*	- Make images trimmed - Change colors, music is good	- Should add hover effects on images when clicked

UI Before Feedback (Screenshot / GIF)	*What <u>trends</u> did you identify in your feedback?*
	- Change the text size/font to make it more visually pleasing - Add the hover effects on the movie cover images, and maybe a fun pop out for the title image - Make the images trimmed neatly so it aligns with the rest of the images/gifs - Maybe change the color of the boxes
UI After Feedback (Screenshot / GIF)	*What <u>changes</u> did you make to improve your UI?*
	- I changed the style of the font to match the theme - I added in the hover, click effects to make the site more interesting and fun - I also added some Japanese text to make my sit more unique