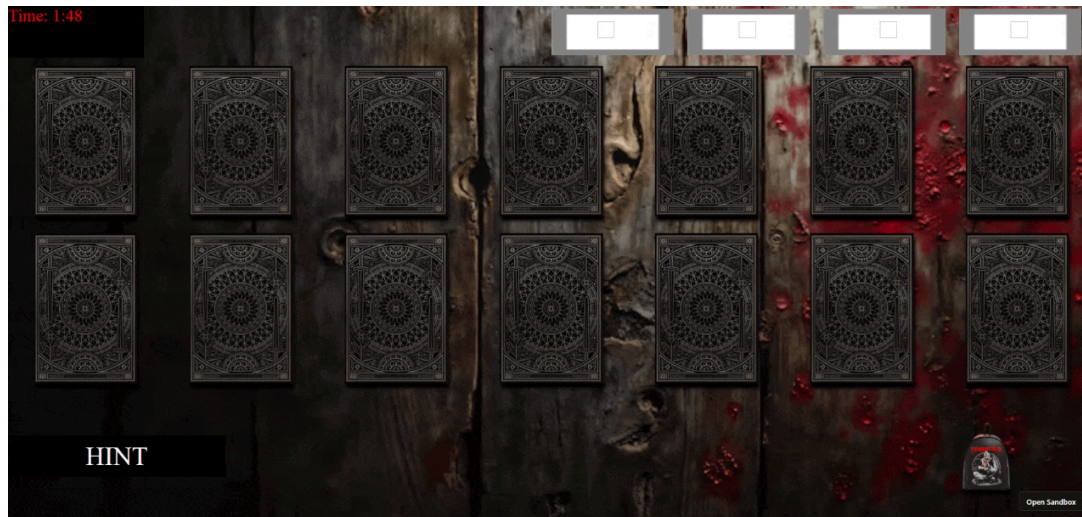# UX Testing + UI Iteration

	LOGIC: *Click around the page and try to solve the puzzle. Explain the puzzle you are solving and talk out loud when you are stuck.*	**INTUITIVENESS:** *Was the puzzle too easy or too hard? How could the puzzle difficulty be adjusted to make it more intuitive and enjoyable?*	**JOY:** *What elements of the UX could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)*
User 1 Name: Jocelyn	• Reads instructions, started on left corner, solved puzzle with over 1:20 sec • Very clear and easy to understand without reading the instructions • Very straightforward	● It was a very decent level card game, and again, very understandable ● Possibly decrease more time when the joker cards are clicked, or make it obvious with a clown laugh to make it further intense	● Hint is understandable, but maybe make it shorter because it's a little too long ● Add in clown laughs to joker cards ● Make code text (To enter password) bigger/centered in modal
User 2 Name: Makayla	● Clicked Joker card first, matched everything extremely fast. ● Game was straightforward and easy to understand without reading instructions ●	● Very moderate, nice to play ● Specify instructions ● Decrease more time for joker card instead of 10 seconds	● Make background clearer ● Add new dialogue and new text ● Center things, move close button in center of modal ● When click joker, clown laugh happens ● Make all capital letters sign for typing in the code
User 3 Name: Olivia	● Clicked joker card first ● Started matching game ● Solved puzzle really fast, still one minute left. Got confused on whether its R or W ● Dont read instruc, already know	● A bit too easy, ● If it gets card wrong, cards scramble to make difficulty increase. < - - - I think this was a really good idea	● Make inventory bigger ● Make ding sound when unlock everything ● When a match occurs, make a ding sound
User 4 Name: Halima	● Clicked joker card first like Olivia and Makayla, she seemed to really enjoyed it, stated it was fun while clicking ● Immediately clicked on everything extremely fast, and game ended up bugging.	● Perfect level of difficulty , required some thinking ● Make time decrease more and more noticeable, especially when clicking the Joker card	● Fix a bug, when clicking too fast ● Confused on why there's two symbols, one behind the modal and one above (To fix this, make modal bigger) ● LIke aesthetic of cards and the central concept of clown and

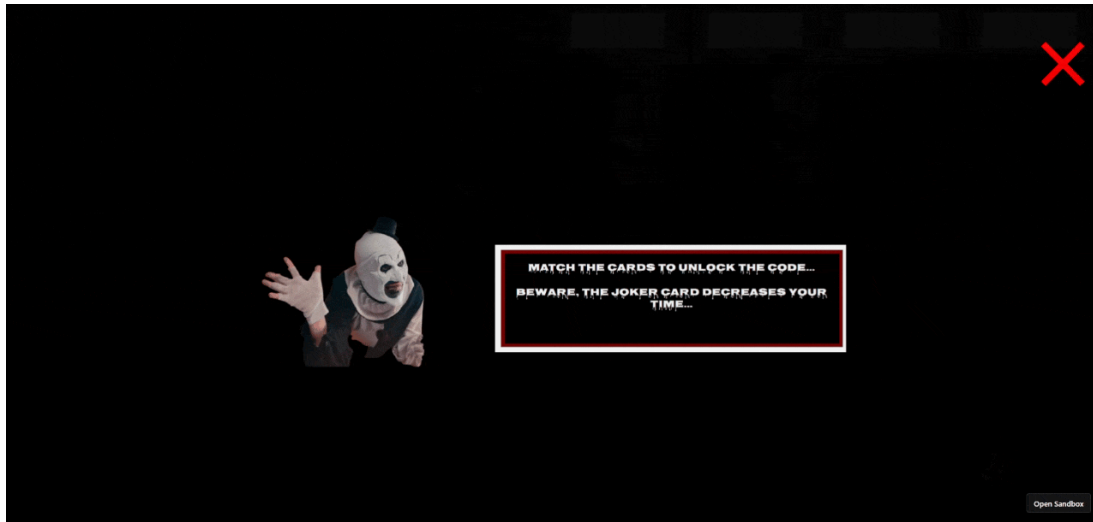|			circus theme ● Have a sound to signal you are losing time, or have a sound ring out, soft to louder, when the timer gets closer to 0 ● When the password modal pops up, it should be full screen and delete the close button so players don't accidentally close it up

● Make the joker cards decrease more time, and add a clown laugh to it to make it obvious that time has been decreased

● Make the passcode modal a full-screen one, or have the borders of it faded so the main layout behind is still visible to some degree, but not confusing

● Center/align text, if possible, move symbol downwards (Hard to see at top)

● Clicking fast makes code bug, see how I can fix it!

● *If there is time* Make it so when a card match is wrong, the card images swap/shuffle

UI After Feedback (GIF recorded with Chrome Capture)	What _changes_ did you make to improve your puzzle UI?
	● Make the joker card decrease 15 seconds ● Centered passcode/text box and dialogue ● Add black transparent border around the lock modal ● Changed dialogue to new one/centered Art the clown ● Create a "lock-code" so when 2 cards are flipped, other cards can't be flipped until they return ● Added audio folder with ding, timer, clown laugh, and background music