

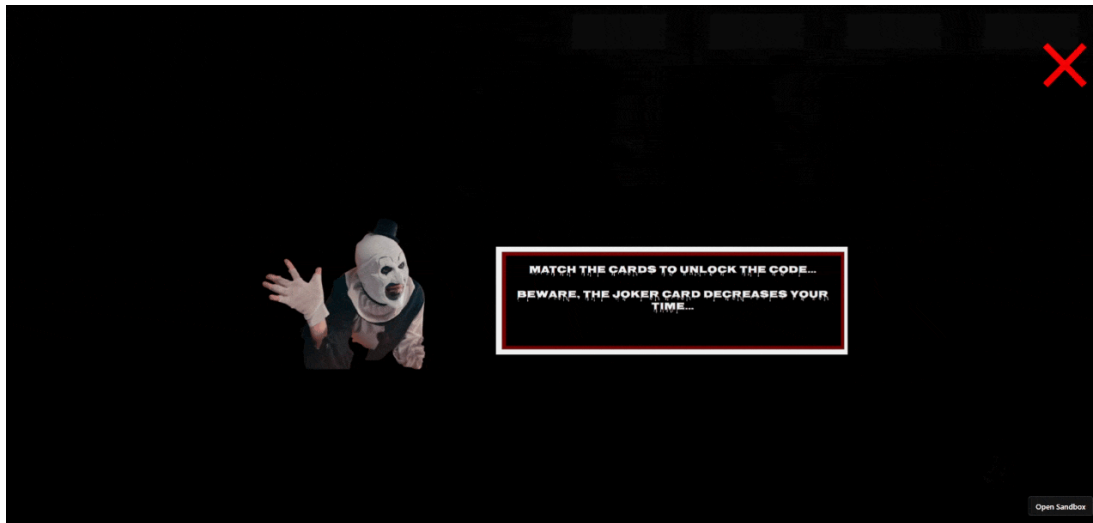


UX Testing + UI Iteration



Each Member of Your Team Will Have the SAME 5 Users (one member from each of the other teams and one non-CS Pathway student) 🙋	PUZZLE (Observation Only): <i>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?</i>	NARRATIVE (Ask Out Loud): <i>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?</i>
User 1 Name: CJ	<ul style="list-style-type: none">Plays game easily, seems moderate difficultyOverall, very straight forward, did not need to give any hints (Because it's a simple matching game)Change symbol, out of place. Fix bugs, cards can be clicked twice	<ul style="list-style-type: none">Increase joker time or reduce time itself because it was cleared very easilyThe password text was not centered, need to fix thatStory: Eric is kidnapped...and then didn't read the restDesign is good (Art dialogue), dialogue and intro is good, font is scary and unified
User 2 Name: Austin	<ul style="list-style-type: none">Plays game easily, read introductionKind of hard, got a bit irritated (Yes)The next part is challenging (match symbol and alphabet)	<ul style="list-style-type: none">Fix bug to reduce the times of card clicksJoker card is mean (sorry not)Story is very clear, with Eric getting captured by ArtMake click time faster, if possible
User 3 Name: Sophia S.	<ul style="list-style-type: none">Clicks very easily, some cards aren't clickingKeeps clicking on translucent card that's been matched already.....errLike the matching symbol game to get the code	<ul style="list-style-type: none">Just make sure that the cards can't be clicked twiceMake cards more darker in transparency when matchedVery easy, maybe make it harder by reducing more time
User 4 Name: Zaydan	<ul style="list-style-type: none">Plays game very straight forward, clicks Joker multiple times, pretty good, had 30 seconds left (maybe make joker more time)Fix the code so cards are easier to click	<ul style="list-style-type: none">Like the atmosphere and design of cardsMaybe make it so cards are able to be clicked fasterFelt like carnival, with mini games to solve. Story is understandable
User 5 Name: Bryan W.	<ul style="list-style-type: none">Plays very straight forward, has only 15 seconds leftConfused on what symbols matched the alphabetWas unaware of the timer going down	<ul style="list-style-type: none">Maybe bring timer to front of modal so it is visibleChange it so cards flips back faster, and can only be clicked once

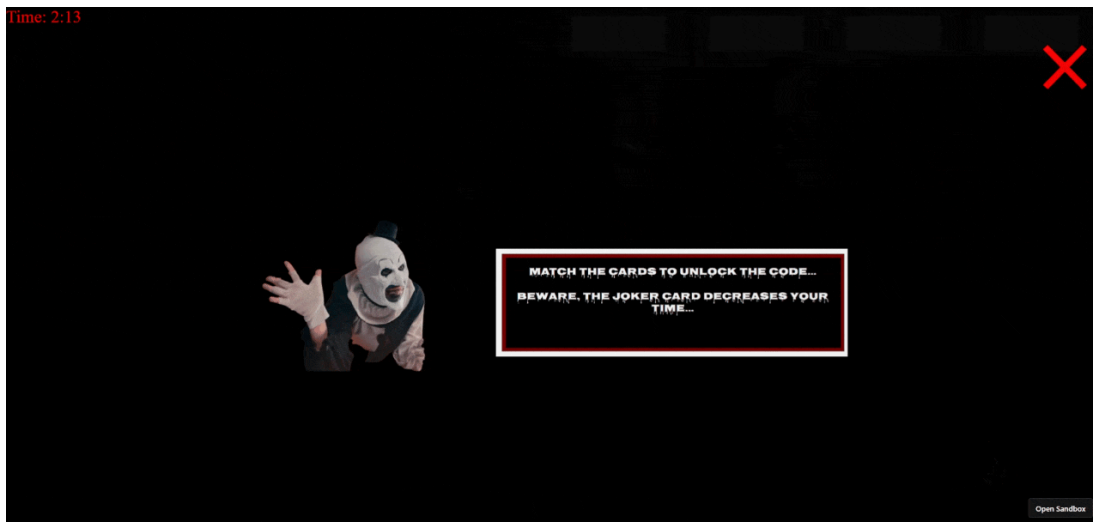
UI Before Feedback (GIF recorded with [Chrome Capture](#))



What trends did you identify in your feedback?

- Only allow the same card to be clicked **once!!**
- Make card flipping animation faster (maybe)
- Move timer to front of modal 2 so players can see it
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UI After Feedback (GIF recorded with [Chrome Capture](#))



What changes did you make to improve your puzzle UI?

- Reduce joker's time by 15 to 20
- Created non-clickable to cards so they can only be flipped once
- Moved time modal to front of the lock modal
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