



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): 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?

NARRATIVE (Ask Out Loud): 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?

User 1 Name:
CJ

- Plays game easily, seems moderate difficulty
- Overall, 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

- Increase joker time or reduce time itself because it was cleared very easily
- The password text was not centered, need to fix that
- Story: Eric is kidnapped...and then didn't read the rest
- Design is good (Art dialogue), dialogue and intro is good, font is scary and unified

User 2 Name:
Austin

- Plays game easily, read introduction
- Kind of hard, got a bit irritated (Yes)
- The next part is challenging (match symbol and alphabet)

- Fix bug to reduce the times of card clicks
- Joker card is mean (sorry not)
- Story is very clear, with Eric getting captured by Art
- Make click time faster, if possible

User 3 Name:
Sophia S.

- Clicks very easily, some cards aren't clicking
- Keeps clicking on translucent card that's been matched already.....err
- Like the matching symbol game to get the code

- Just make sure that the cards can't be clicked twice
- Make cards more darker in transparency when matched
- Very easy, maybe make it harder by reducing more time

User 4 Name:
Zaydan

- 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
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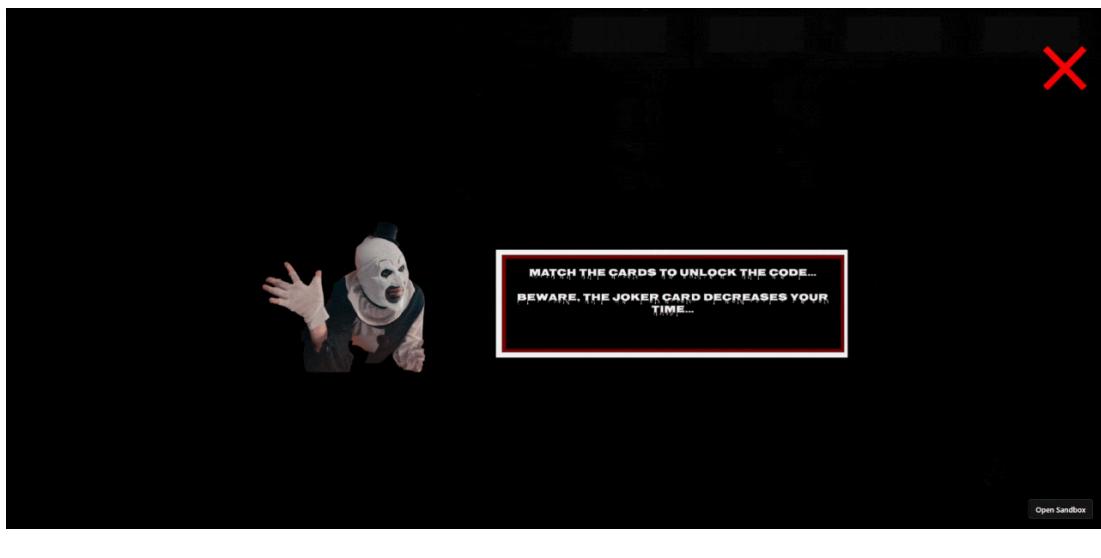
- Like the atmosphere and design of cards
- Maybe make it so cards are able to be clicked faster
- Felt like carnival, with mini games to solve. Story is understandable

User 5 Name:
Bryan W.

- Plays very straight forward, has only 15 seconds left
- Confused on what symbols matched the alphabet
- Was unaware of the timer going down

- Maybe bring timer to front of modal so it is visible
- Change it so cards flip 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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