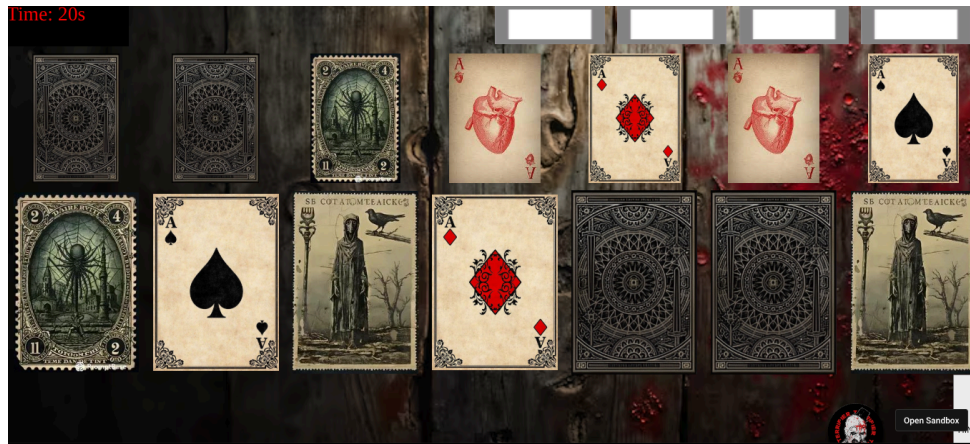# UX Testing + UI Iteration

	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? Write your own question here!*
User 1 Name: Jocelyn	● Click on the cards and possibly a matching game? ● What are the boxes? Are they part of the game? ●	● Flip the cards the opposite way so it's more like a matching game ● Add a timer in the left corner, the box seems empty ● Higher quality background, it's a bit grainy	● Should I add a hover feature for the cards to make it more appealing? ● ●
User 2 Name: Olivia	● Maybe a matching game would press on the cards ● Like a number would pop up from the boxes ●	● Likes style, it really matches the scary circus vibe ● Keep the background, add circus music to enhance the game, and make it more engaging ● The background is a bit blurry, if there's time, perhaps enhance it to make it better	● Should I add a flip feature? Answer: Maybe if there's time, switch cards backwards, but don't prioritize ● ●
User 3 Name: Makayla	● Would click on cards and see what happens ● Will go with the flow ● See the boxes and need 4 4-digit code to pass	● Like the card designs ● Like the background, but bad quality ● Add something to the boxes in the right-hand corner and label it as a code so it's easier to understand	● Should I add a different pattern for the background to make it match the theme better? ● Is it better to have a hint button on the bottom next to the inventory?
User 4 Name: My sister C: Ashley	● Probably click the cards to see if it will match ● If you run out of time to solve, you lose the game ● Don't know what the boxes in the top right corner is for	● Styles look good, very spooky ● The outline matches the mock-up theme in the slides ● Change the heart symbol, it looked like a bag?? ● The top card designs are small, and the bottom is big, which looks strange	● How should I make the instructions easier for the player to understand? ● ● Answer: Maybe add more dialogue and change the hint button to make it a bit more obvious

UI Before Feedback	What _trends_ did you identify in your feedback?
	- Make the background higher quality - Flip all the cards and have them at least turn transparent when matched - Resize card images, as the top row is small and the bottom is big
UI After Feedback	What _changes_ did you make to improve your UI?
  	- Made the cards equal in size (Both top row and bottom row) - Make all of the cards have covers, and when clicked, the image flips to a separate one - When matching two pairs of cards, they turn transparent and non-clickable - Added hover/clickable effects