



# UX Testing + UI Iteration

<p><b>Each Member of Your Team Will Have the <u>SAME</u> 5 Users</b> (one member from each of the other teams and one non-CS Pathway student) ↗</p>	<p><b>PUZZLE (Observation Only):</b> 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?</p>	<p><b>NARRATIVE (Ask Out Loud):</b> 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?</p>
<p><b>User 1 Name:</b> Austin</p>	<ul style="list-style-type: none"><li>Put in the numbers</li><li>Needs to be on font, not the numbers?</li><li>Hint wasn't very helpful</li></ul>	<ul style="list-style-type: none"><li>I am in a dojo, and i need to find something</li><li>It ties to how time travel works</li><li>Put in a code</li><li>•</li></ul>
<p><b>User 2 Name:</b> Noah</p>	<ul style="list-style-type: none"><li>Change the cursor to a pointer</li><li>Wasn't super hard but not easy</li><li>Font thing was clever</li></ul>	<ul style="list-style-type: none"><li>Add music</li><li>In a dojo to start<ul style="list-style-type: none"><li>Make katana and radish stay in their correct inventory slots</li></ul></li></ul>
<p><b>User 3 Name:</b> Yuly</p>	<ul style="list-style-type: none"><li>Change the color of the numbers to white</li><li>Not too hard.</li><li>The hints were helpful and clear</li></ul>	<ul style="list-style-type: none"><li>The room fits the theme of time travel</li><li>Add music like the other rooms</li><li>Make katana and radish stay in their correct inventory slots</li></ul>
<p><b>User 4 Name:</b> Olivia</p>	<ul style="list-style-type: none"><li>I understood that you needed to match the fonts</li><li>It was challenging to figure out</li><li>Like how the numbers and fonts randomize</li></ul>	<ul style="list-style-type: none"><li>Add model saying match the numbers</li><li>Add music</li><li>Make the items be in the correct inventory slots.</li></ul>
<p><b>User 5 Name:</b> Arshad</p>	<ul style="list-style-type: none"><li>Somewhat easy yet not too easy</li><li>I understood quickly how to solve it</li><li>I like the overall theme of the puzzle</li></ul>	<ul style="list-style-type: none"><li>Add music</li><li>Make the items stay in the right inventory slot instead of changing</li><li>Room is shogun themed</li></ul>

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



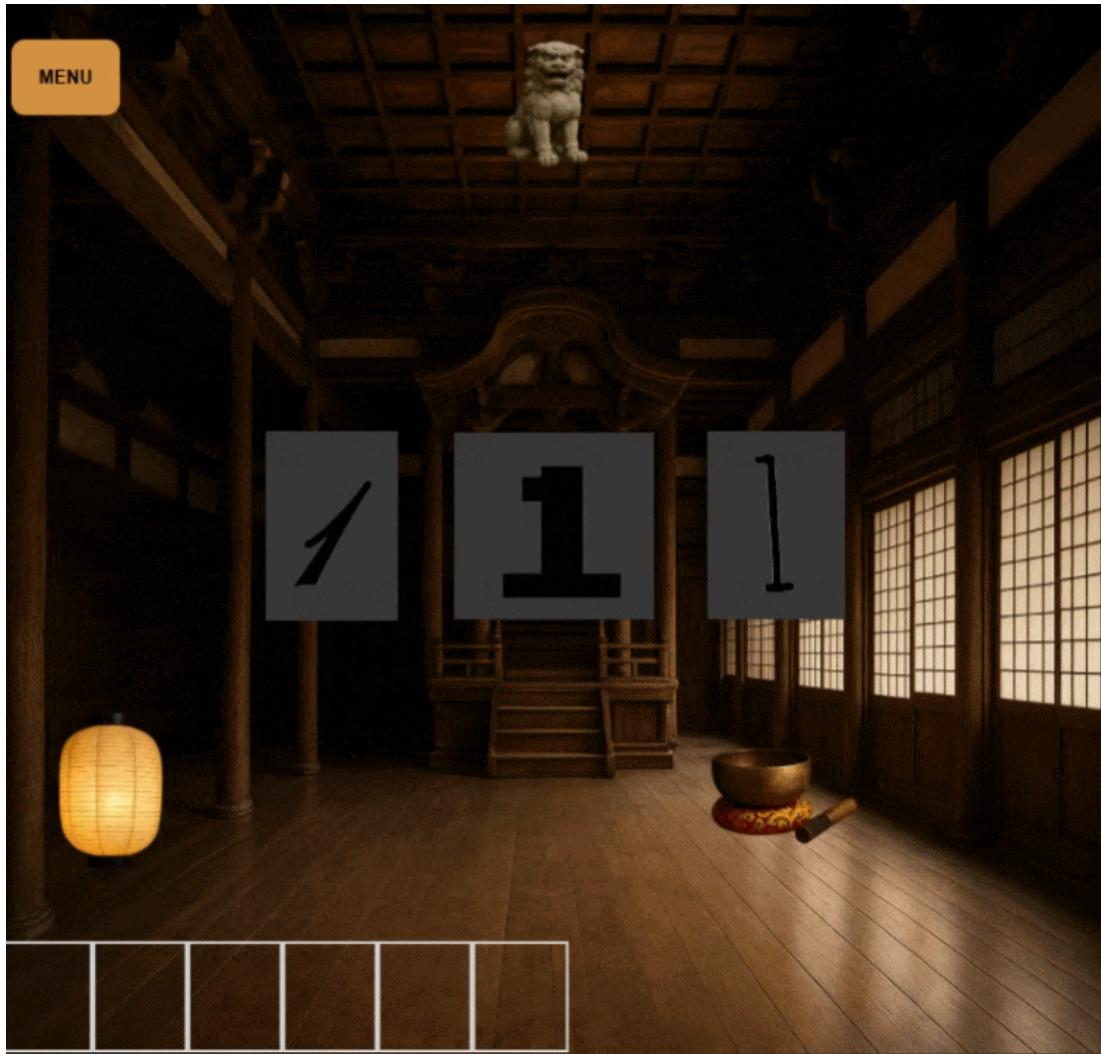
What trends did you identify in your feedback?

- Add music
  - Make the items be in the correct inventory slots.
- 
- Add model saying match the numbers
- Make the hint model appear
- Change the inventory to be transparent

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

What changes did you make to improve your puzzle UI?

MENU



- I added music
- Made a modal saying to match the numbers
- Made the hint and menu appear
- Made the inventory transparent
- Made the items in the inventory be in the correct spot