



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: Austin	<ul style="list-style-type: none">● Put in the numbers● Needs to be on font, not the numbers?● Hint wasn't very helpful	<ul style="list-style-type: none">● I am in a dojo, and i need to find something● It ties to how time travel works● Put in a code●
User 2 Name: Noah	<ul style="list-style-type: none">● Change the cursor to a pointer● Wasn't super hard but not easy● Font thing was clever	<ul style="list-style-type: none">● Add music● In a dojo to start<ul style="list-style-type: none">● Make katana and radish stay in their correct inventory slots
User 3 Name: Yuly	<ul style="list-style-type: none">● Change the color of the numbers to white● Not too hard.● The hints were helpful and clear	<ul style="list-style-type: none">● The room fits the theme of time travel● Add music like the other rooms● Make katana and radish stay in their correct inventory slots
User 4 Name: Olivia	<ul style="list-style-type: none">● I understood that you needed to match the fonts● It was challenging to figure out● Like how the numbers and fonts randomize	<ul style="list-style-type: none">● Add model saying match the numbers● Add music● Make the items be in the correct inventory slots.
User 5 Name: Arshad	<ul style="list-style-type: none">● Somewhat easy yet not too easy● I understood quickly how to solve it● I like the overall theme of the puzzle	<ul style="list-style-type: none">● Add music● Make the items stay in the right inventory slot instead of changing● Room is shogun themed

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.
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- 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?



- 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