

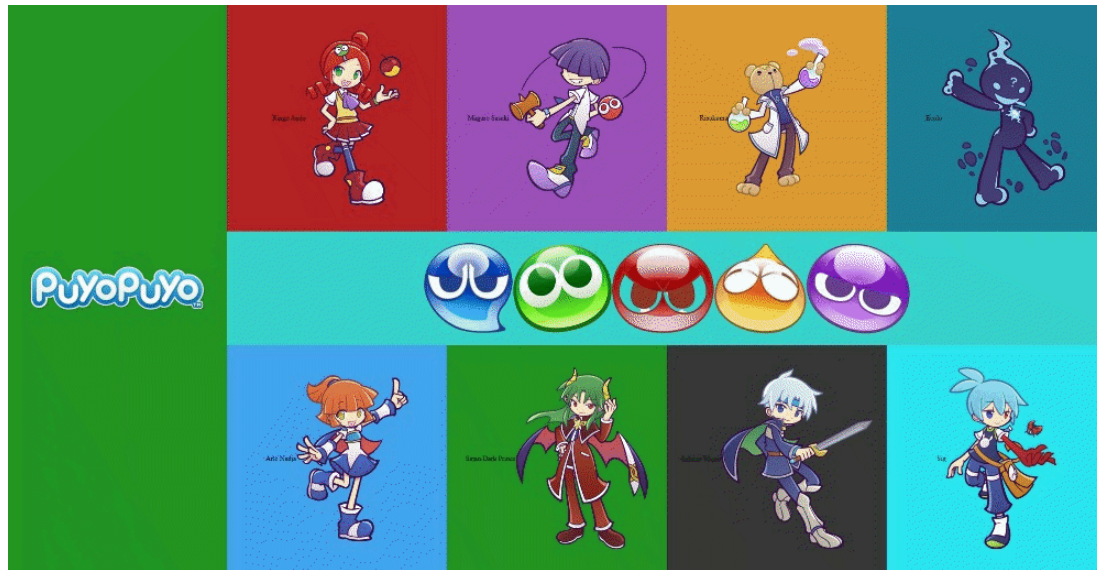


UX Testing + UI Iteration



	User Interface: How could the styling of elements be changed to make a more visually appealing, clear, and space-efficient layout? (ex: sizes, colors, fonts, alignment, etc.)	User Experience: What elements of the user experience could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)
User 1 Name: Chloe	<ul style="list-style-type: none">• Colorful or different fonts• N/A• N/A	<ul style="list-style-type: none">• N/A• N/A• N/A
User 2 Name: Jacob	<ul style="list-style-type: none">• Borders around boxes• Different Colors• N/A	<ul style="list-style-type: none">• N/A• N/A• N/A
User 3 Name: Joshua	<ul style="list-style-type: none">• Different font• Borders around boxes• N/A	<ul style="list-style-type: none">• Make the logo play a sound• N/A• N/A
User 4 Name: Bryan (Dad)	<ul style="list-style-type: none">• N/A• N/A• N/A	<ul style="list-style-type: none">• Facts about the character could show up when clicked on• N/A• N/A
User 5 Name: Annie (Mom)	<ul style="list-style-type: none">• Borders around boxes• Bigger Text• N/A	<ul style="list-style-type: none">• Each of the Puyos in the middle play a Song• N/A• N/A

UI Before Feedback (Screenshot / GIF)



What trends did you identify in your feedback?

- Changes in the style
- Text Change

UI After Feedback (Screenshot / GIF)



What changes did you make to improve your UI?

- I added black borders.
- I changed the text style.
- I added it so the logo plays a sound when clicked.