



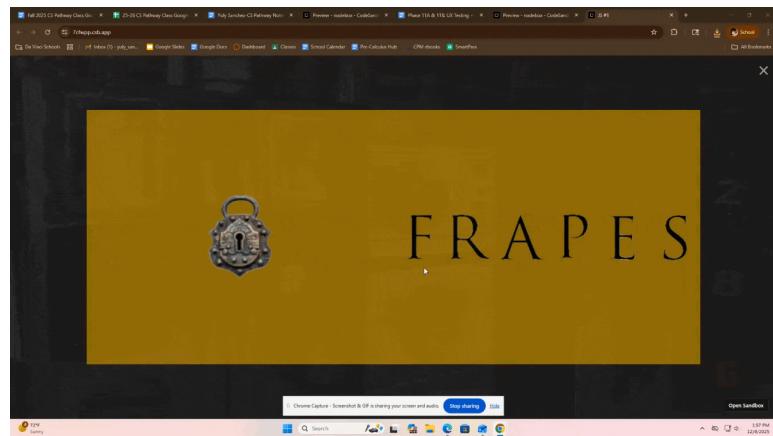
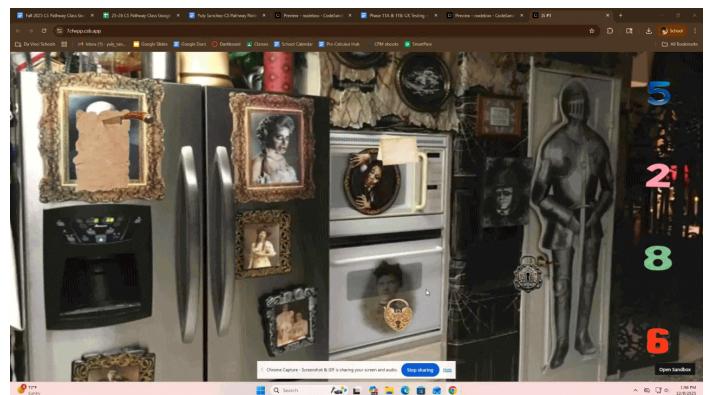
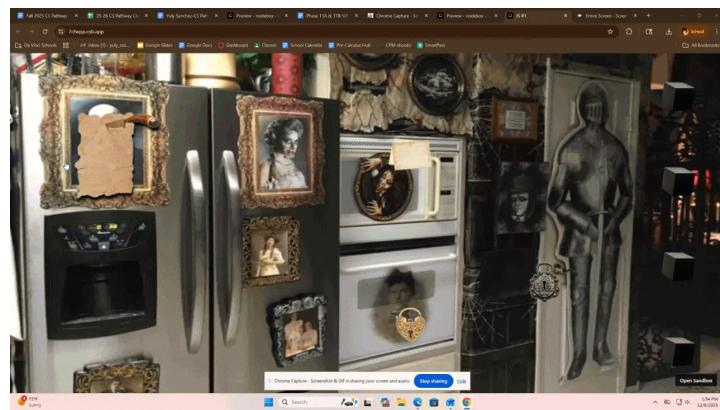
UX Testing + UI Iteration

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: Austin N.	<ul style="list-style-type: none">They looked at notes. Understood riffle, then opened the colored letters.She got a bit confused and thought the order of the numbers was just what it showed, but then figured out it wasn't.He had to go back and forth to look at colors and notes.He figured out the cipher pretty fast, but did go back and forth between the two modals.	<ul style="list-style-type: none">Some of the sounds are similar. A lot of the rooms also have the same text font.It's also a bit unified because a lot of the rooms include numbers or calculations.The notes sussed in the rooms are also unified. Almost all of them have notes and similar ones too.There's a lot to click on so it was a bit overwhelming.
User 2 Name: Olivia	<ul style="list-style-type: none">Looked at notes 1st, wrote down the order of colors, wrote down drapes. I looked at the locks.I looked at the monologue. She was a bit confused on what the 1st step was.But then she uncovered all of the numbers and figured out that the colors respond to the numbers.She used every clickable thing.<ul style="list-style-type: none">At first she ignored the cipher or didn't see it, but then she solved it.She was also a bit confused why the other lock said "FRAPES", but then figured out it's just because. It doesn't have an actual meaning.	<ul style="list-style-type: none">Uncovering the numbers was a bit confusing.It took me a while to realize what to do with the colored numbers, but I did so I don't think there's a problem.The sounds are good, you have a lot of them. Some are similar to other rooms.Maybe the numbers you used could be the same fonts, and make sure you all use one type of font for text, because I think some of the rooms are different fonts.You do all have notes and most are similar or the same.

User 3 Name: Shelbey	<ul style="list-style-type: none"> First they clicked on all the notes, then unboxed the colored numbers, then looked at locks, then got a bit confused on what to do. Then they figured it out and used the riddle to solve the 1st lock. Then the cipher came out and then they started writing it on the whiteboard, but had a pause to think about what he even had to do to begin with. He said there was a lot of sound and liked the dialogue that we included in the escape rooms. 	<ul style="list-style-type: none"> At the end they said that there was a bit of a congratulatory sound, but it was cut off, and he doesn't think I need it to be there. He also realized that an image pops up after solving the last lock and that since it changes to the next room, he barely gets to see it. He said that all the rooms have notes so it's pretty cohesive, but some rooms need more sounds like yours. He also noticed that not all of our text fonts line up.
User 4 Name: Daramola	<ul style="list-style-type: none"> I looked at notes first. He clicked on the boxes to unbox the color numbers, but he actually kept clicking, like something else was gonna change. It took him a bit to realize that one of the notes said the colors in order, in which the numbers go. It took him a while to see the gold lock. He figured out the world lock and saw the cipher but he struggled on the last number. It took him a while to figure out what to do with the cipher. He struggled with going back and forth between screens, maybe I need to change something to make it easier. 	<ul style="list-style-type: none"> He said that so far, he knows sheen has been kidnapped, he went through the fort door, then got attacked, then got buried, then went through the basement and into the kitchen. He says a lot of the notes are similar in the rooms so far so he liked that. He also liked all the side effects implemented throughout the rooms. Maybe have everyone use dialogue in 1st person like I did.
User 5 Name: Kai	<ul style="list-style-type: none"> He clicked around a lot, he looked at everything, the notes especially. He was color bling so he had trouble with the numbers in the 1st lock. He had a bit of trouble trying to figure out which lock was 1st. After figuring out the lock, he saw the cipher. He was confused looking at the cipher. But after figuring it out he solved it, but had trouble. He thought that it was the letter V. instead of part of the cipher. The sign and picture coming after the 2nd lock is ineffective. 	<ul style="list-style-type: none"> So far I went into a house then got knocked out then i was buried, and then had to get out, then I noticed im in the basement then I got out, then I went into the kitchen. Some of the rooms have similar sounds. And I noticed that they all notes, and some are similar.

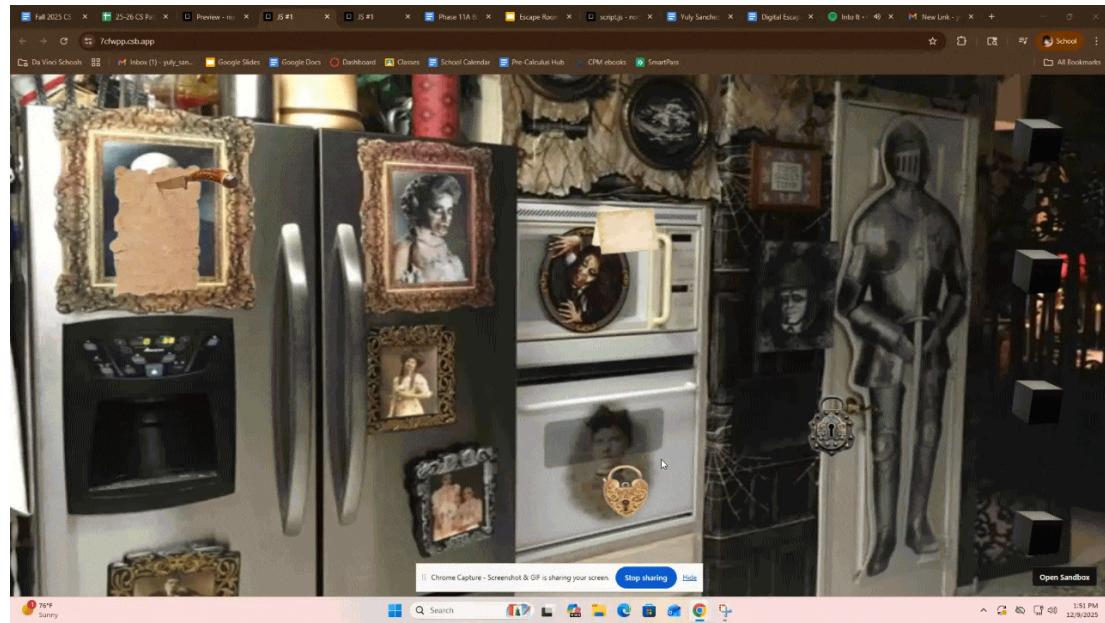
UI Before Feedback (GIF recorded with [Chrome Capture](#))



What trends did you identify in your feedback?

- A LOT OF PEOPLE MISSED THE 1ST STEP WITH THE COLORED NUMBERS AND THE RYTTL. SO MAKE IT EASIER TO KNOW WHERE TO START IN THE NOTE.
- IT WAS HARD TO GO BACK AND FORTH BETWEEN THE MODALS TO SOLVE THE CIPHER.
- THE SOUND AND IMAGE CHANGING AT THE END ISN'T NECESSARY, IT'S A BIT CONFUSING BECAUSE IT'S CUTS OFF AND MAYBE OTHERS THINK YOU'VE WON IN GENERAL. So GET RID OF IT.

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



What changes did you make to improve your puzzle UI?

- I removed the congratulatory sound that cuts when rooms switch.
- I also removed the lock image change when the words are correct.
- I added a hint to the riddle in the knife note(hint: use the colored numbers)
- I added so that when you solve the number lock, the cipher pops up in both modals, so you don't have to go back and forth

