



UX Testing + UI Iteration



	LOGIC: Click around the page and try to solve the puzzle. Explain the puzzle you are solving and talk out loud when you are stuck.	INTUITIVENESS: Was the puzzle too easy or too hard? How could the puzzle difficulty be adjusted to make it more intuitive and enjoyable?	JOY: What elements of the UX could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)
User 1 Name: Zaydan	<ul style="list-style-type: none"> It's easy to figure out how to solve the puzzle but there are so many steps that it makes it pretty complicated. The numbers on the side are a giveaway, using the colors and the notes. I get a riddle and unlock the 1st lock, <ul style="list-style-type: none"> Then I solved a new puzzle which allowed me to open the 2nd lock, which allowed me to open up the door. • • 	<ul style="list-style-type: none"> It's too easy, I feel like the numbers are too big of a giveaway. Fix the pigpen cipher so that when you click on it, it doesn't turn into the lock again or maybe add so that the pigpen also comes out in the end modal(door lock), so that you won't go back and forth. • 	<ul style="list-style-type: none"> You should add sound to when you are changing the numbers and letters by clicking on them. I don't like the image at the bottom with obvious instructions on what to do, I think it's already pretty obvious so it's not really useful. •
User 2 Name: Jared	<ul style="list-style-type: none"> I looked at the notes 1st and realized that the color names and order had something to do with the numbers on the side, So i used them to open the 1st lock I realized there's sound at play sometimes. It's cool. After I solved the 1st lock something popped up and I used the cipher to solve the 2nd lock. 	<ul style="list-style-type: none"> I think your puzzle is good, it has hard parts and easy parts, pretty good balance. The 'V' symbol was a bit confusing, but I just think it adds more thinking, which I think is cool. It's pretty straightforward, there are no big parts I am confused about . • 	<ul style="list-style-type: none"> Add a congratulations image when you solve the 2nd lock, on the modal. Change the location of the x to exit the modals. • •
User 3 Name: Cleto	<ul style="list-style-type: none"> I see the notes, so I hit those first and then I see the whore, red, pink, blue, and green, and I notice that the numbers are colored. Then I use numbers to open the 1st 	<ul style="list-style-type: none"> I think that the puzzle is in the middle, it's not too easy but not too hard. It's intuitive. And I like the sounds and hints. Maybe make it a bit more 	<ul style="list-style-type: none"> I don't really think there's a purpose for the note on the button left. Maybe add more sound in when clicking on the numbers/ letters

	<ul style="list-style-type: none"> lock. I like the sound it makes. After solving I see a cipher, and I use it to open the 2nd lock. I would just make the cipher image a bit bigger if that's possible. It would be easier if I had paper for the cipher. Almost everything has sound effects, they are cool, maybe add some more. • 	<p>artificially difficult, try to hide the numbers somehow.</p>	<ul style="list-style-type: none"> •
User 4 Name: Djamal	<ul style="list-style-type: none"> I clicked on the notes 1st. Then I saw the riddle, and at 1st I was confused, but then I used the numbers on the side to solve it. Then I saw the pigpen cipher, a pretty good image. Then I clicked on the 2nd lock by the door, and noticed it has locks, so I solved the pigpen cipher and • • 	<ul style="list-style-type: none"> • Maybe once they solve the cipher, replace both the modal images into the pigpen cipher so that they don't have to go back and forth between them • I like the side effects. • • 	<ul style="list-style-type: none"> The hover effects and sounds were really satisfying. The only thing I would change though, is maybe hide the numbers or something so that it's harder on the person and more intriguing for them to solve. •
User 5 Name: Jose	<ul style="list-style-type: none"> I first looked at the notes, then used the numbers on the side to solve the 1st puzzle using the riddle, then I got a cipher and I solved it, and used it to open the 2nd lock • • 	<ul style="list-style-type: none"> • The puzzle is good, but maybe make it a bit more difficult somehow with the first lock so that it's more interactive. • • 	<ul style="list-style-type: none"> • Maybe add more sound, like when switching numbers? If you haven't added hover effects on everything, clickable, do it. • •

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

What trends did you identify in your feedback?



- The colorful numbers on the side are a bit obvious, making that part of the escape harder to figure out.
- Add sounds so that when you click the numbers/letters it plays sound.
- When you solve the 1st lock(gold)- you should add the cipher in the other modal, so you don't click back and forth between the two.



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

What changes did you make to improve your puzzle UI?



- I added boxes on the site that you must click in order to see numbers.
- I added sounds when changing numbers or letters.
- I got rid of the note on the bottom left.
- I fixed the pigpen cipher so that when you click on it, it doesn't turn into the lock again
- I changed the font/made the riddle a bit harder because of it
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