



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: Tyler Scott	<ul style="list-style-type: none"> • Add a box for the text so the text is more visible. • Text merges; maybe space them out better. • Website is tuff • Fix height of website 	<ul style="list-style-type: none"> • Make the toga and deku in japanese • Fix hover fx •
User 2 Name: Gianna Ortiz	<ul style="list-style-type: none"> • Two Different indentations for each sentence • Like the fx • Toga image a little bigger 	<ul style="list-style-type: none"> • Clickable button sound for arrows • •
User 3 Name: Eric Marintsch	<ul style="list-style-type: none"> • Make the villain images bigger than the video • Make fonts bigger on the desktop layout • Add background different color background for text 	<ul style="list-style-type: none"> • Add a click sfx to arrows or maybe characters • Pause other sfx if something else is clicked. • Representation for when things are clicked.
User 4 Name: Dorian	<ul style="list-style-type: none"> • Shorten the info • Cool fx • Add like the MHA school 	<ul style="list-style-type: none"> • Add Aura to characters • Pause sounds when others things are clicked •
User 5 Name: Mekhi	<ul style="list-style-type: none"> • Have better identification that there are two different bodies of text. • Have the text stand out more. • 	<ul style="list-style-type: none"> • One sound should play at a time. • The logo sound should pause if your trying to hear something else. •

UI Before Feedback (Screenshot / GIF)



What trends did you identify in your feedback?

- Click sfx
- Indentations for each sentence
- Pressed character to show interaction
- One sound plays at a time
- Fix hover fx

UI After Feedback (Screenshot / GIF)



What changes did you make to improve your UI?

- Added click sfx
- Showed that its being pressed
- indentations
- One sound plays at time

