

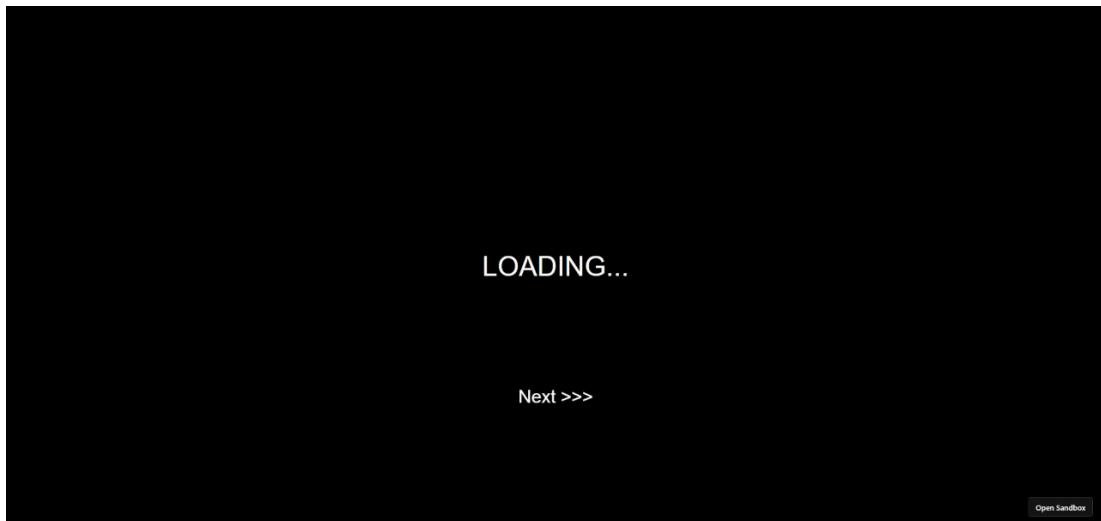


UX Testing + UI Iteration

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: Noah Z	<ul style="list-style-type: none">• What's the point of it• It just kept erasing and repeating• Went Infinitely	<ul style="list-style-type: none">• Pretty intuitive how to move• I think add an addition sign in the example showing your supposed to add	<ul style="list-style-type: none">• FUN FUN FUN• I like how it looks very aesthetic• I like the sudden appearance of slenderman
User 2 Name: David D	<ul style="list-style-type: none">• Change the symbol at in the beginning so it's easier so people can understand it faster	<ul style="list-style-type: none">• I think the puzzle is almost perfect, it just needs more challenge• Add more behaviors to Slenderman/Make him harder to escape	<ul style="list-style-type: none">• UI is perfect• Add sounds and music• Make vignette more dark to make border less noticeable
User 3 Name: Tochittlk Q	<ul style="list-style-type: none">• Didn't get stuck at all.• Some people may not understand how to add• 	<ul style="list-style-type: none">• The puzzle is difficult enough.• It's at a level where it challenges you.• 	<ul style="list-style-type: none">• Like that there is a sense of urgency.• A picture of a slender man up to your face when dead and flash white to red.•
User 4 Name: Jordan D	<ul style="list-style-type: none">• Made it easier to understand puzzle by numbering buttons (maybe too easy)• Slenderman seems too easy.• 	<ul style="list-style-type: none">• Puzzle was a little too easy for true game puzzlers• Add another killer• 	<ul style="list-style-type: none">• He liked the UI and how your able to look around in a 3D space.• Looks really good.•

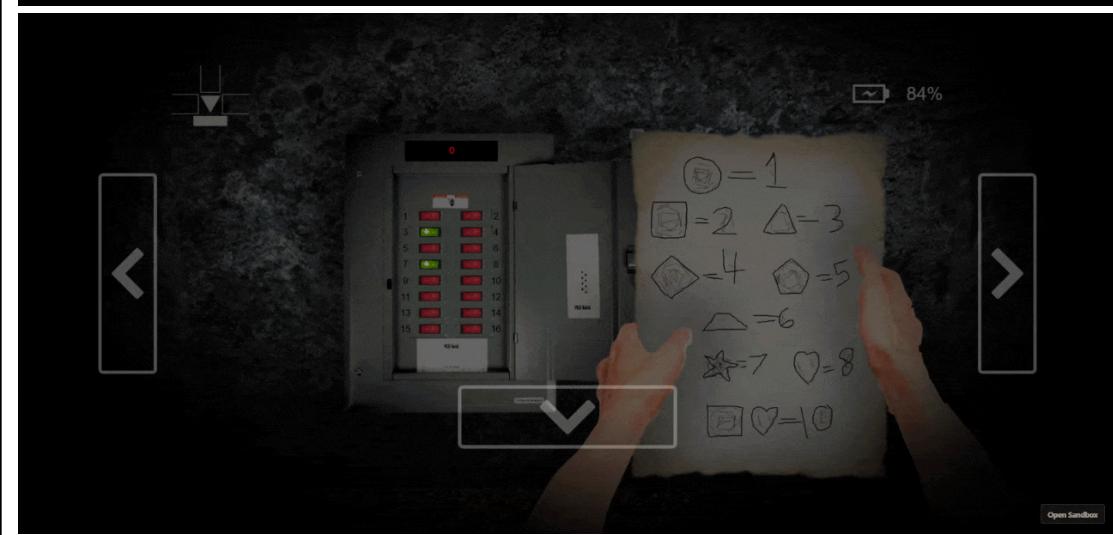
User 5 Name: Zaydan A	<ul style="list-style-type: none"> Pretty simple at the start then ramps up difficulty. Turn down saturation for the final level. 	<ul style="list-style-type: none"> The puzzle was easy, but good with all of the symbols and constraints. Add music and sound effects 	<ul style="list-style-type: none"> I liked the animations and point and click environment. Good transitions.
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UI Before Feedback (GIF recorded with [Chrome Capture](#))



What trends did you identify in your feedback?

- Add death scene / ending
- Make puzzle easier in beginning and ramp it up over time
- Add a time for slender man to kill if staring long enough instead of just drain battery.
- Add sounds and music
- Add another entity / danger



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

What changes did you make to improve your puzzle UI?

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