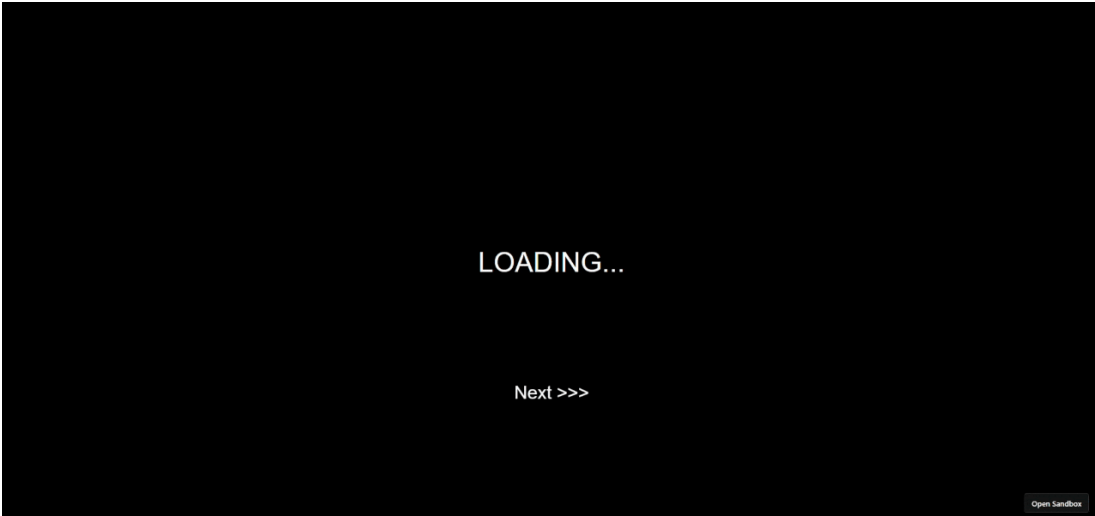
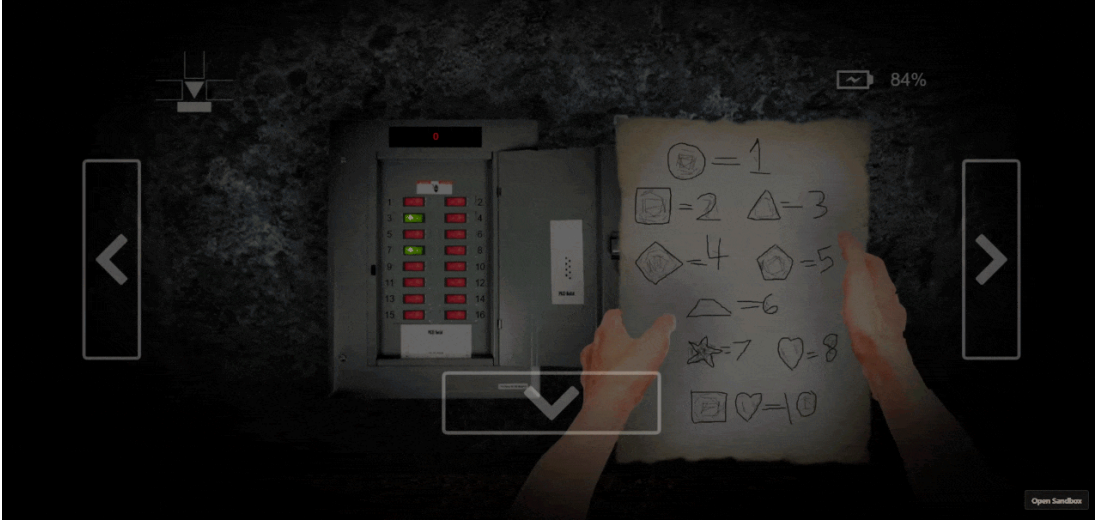


UX Testing + UI Iteration



	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 noticable
User 3 Name: Tochittlky 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 <u>trends</u> did you identify in your feedback?
	<ul style="list-style-type: none"> • 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 <u>changes</u> did you make to improve your puzzle UI?

	<ul style="list-style-type: none">
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