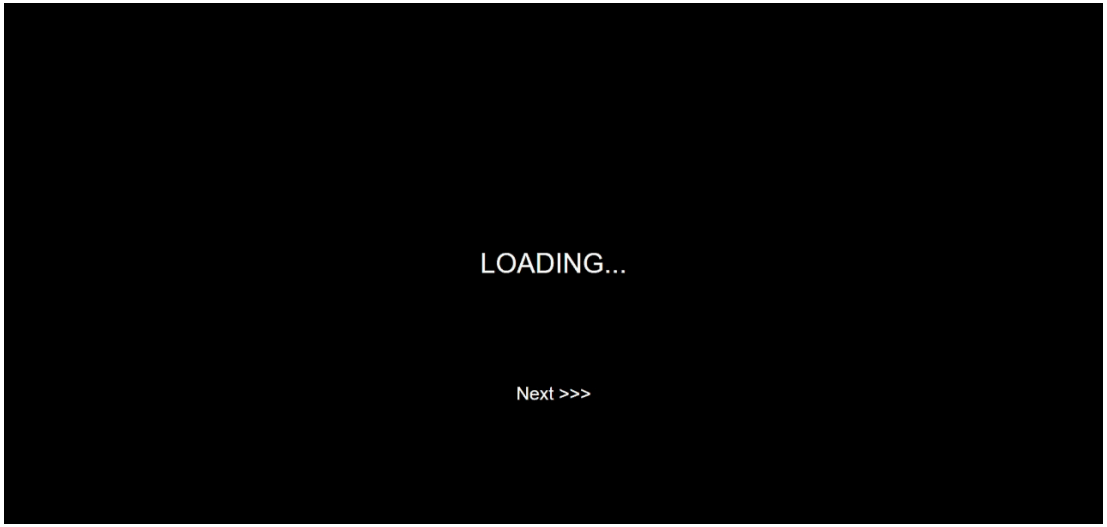
UX Testing + UI Iteration

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: Cleto	• Had a little stutter when putting thr first number in not knowing what to do next. • •	• You got lured into the door from last room and ended up im the maze. • Everything is connected we have a theme with horror and creepy pastas •
User 2 Name: James	• Struggles with figuring out what a heart is. • Knows to look away from slenderman. • Knows to unclick incorrect buttons. • Ran out of battery because he was curious of slenderman.	• Trying to get in a facility and baldi is after him. • Looked good design wise. •
User 3 Name: Yuly	• Thought the diamond was a square. • Knows to look away from slender •	• Im stuck in tunnels and i need to find a code • slender man is stalking you and your in danger. •
User 4 Name: Alex	• Struggling with counting numbers • Didnt scare him at all •	• Other websites gave him nightmares. • Getting shipped to epstiens island and trying to escape his facility. • Easiest website
User 5 Name: Lucia	• Confused after putting in first number. • Confused with adding numbers for a sec. •	• Weird maze with slender man and baldi • Ran into after escaping jeff the killer. •

UI Before Feedback (GIF recorded with Chrome Capture)	*What trends did you identify in your feedback?*
	• Many died on baldi • People ran out of battery from staring a slender man too long • Many people didn't know how to add. • •
UI After Feedback (GIF recorded with Chrome Capture)	*What changes did you make to improve your puzzle UI?*
	• Made slender man drain battery slower. • Gave 60 seconds for baldi instead of 38 • Added red text saying "ADD" next to the addition example