

UX Testing + UI Iteration



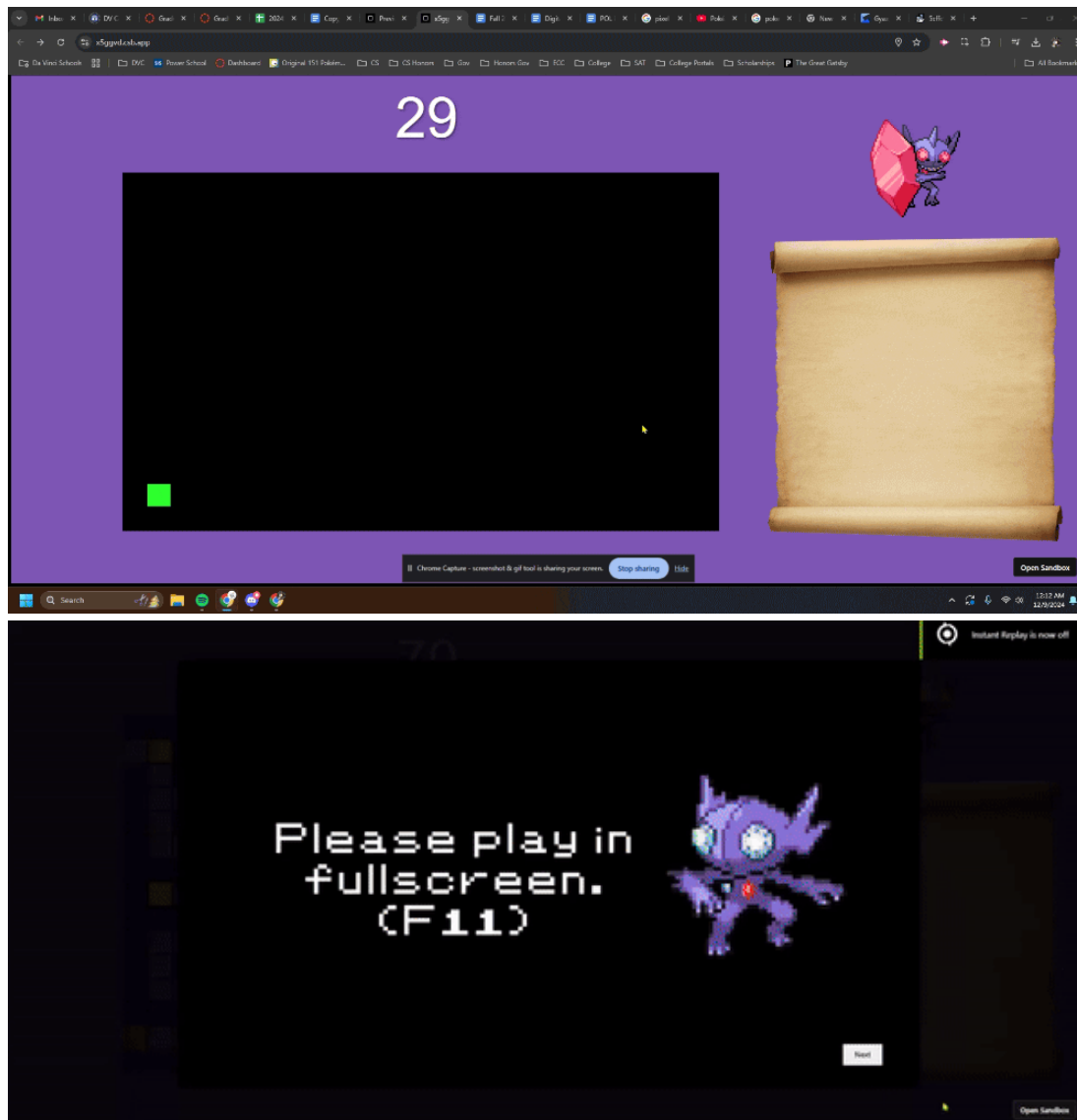
<p>Each Member of Your Team Will Have the SAME 5 Users (one member from each of the other teams) 📌</p>	<p>PUZZLE (Observation Only): As they solve your escape room where are they clicking when they shouldn't? Where are they getting stuck? What seems too hard or too easy? What types of hints were effective/ineffective?</p>	<p>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?</p>
<p>User 1 Name: Duncan Google</p>	<ul style="list-style-type: none"> • Kai feedback: numbers duplicate • Can i move during the darkness • Cant start over • KAI FEEDBACK: everyone gets confused when the lights turn off and stop moving. 	<ul style="list-style-type: none"> • Very abrupt story change • The games feel like different Pokemon games taped together rather than one cohesive game • Make all UI formats match so it feels cohesive <ul style="list-style-type: none"> • Make all text a text bubble
<p>User 2 Name: Jayden</p>	<ul style="list-style-type: none"> • Kai: tried to go to the red square before collecting all 10 digits of the code • Kai: lose page does not have a reset from that page. • Confused about the darkness, make instructions more clear • 	<ul style="list-style-type: none"> • Confusing with the story because I thought it was supposed to be the champion • Is this a secret battle or is this the last elite 4 member? • This room is very different than the other ones • The instruction and menu is very different, makes it seem like different game entirely
<p>User 3 Name: Oscar Ortiz</p>	<ul style="list-style-type: none"> • Kai: tried to click the top text part with mouse instead of spacebar • Kai: Make it instead of an alert make a popup • Kai: change the colors with icons and change the colors to images. 	<ul style="list-style-type: none"> • Very confusing whats happening • Is this the champion battle or something else? • Is Sableye the champion or is there a trainer? • How did we go from winning the last one to becoming trapped?
<p>User 4 Name: Ryan Lewis</p>	<ul style="list-style-type: none"> • Use pokemon themed images/pixel art • Made pokemon • The instructions don't explain the lights turning off 	<ul style="list-style-type: none"> • The appearance of the instructions doesn't match with the other pages • This feels very disconnected in the story • Both the UI and content are very different <ul style="list-style-type: none"> • Switch alerts to pop up text(make them pokemon themed not generic)

User 5 Name: Owen Saenz

- No way to start over in the end screen
- The alerts are annoying
- Make the yellow tiles disappear after collecting the note from them
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- Make the alert a modal instead
- The intro should be the same message style with the other sites so it looks like one pokemon game
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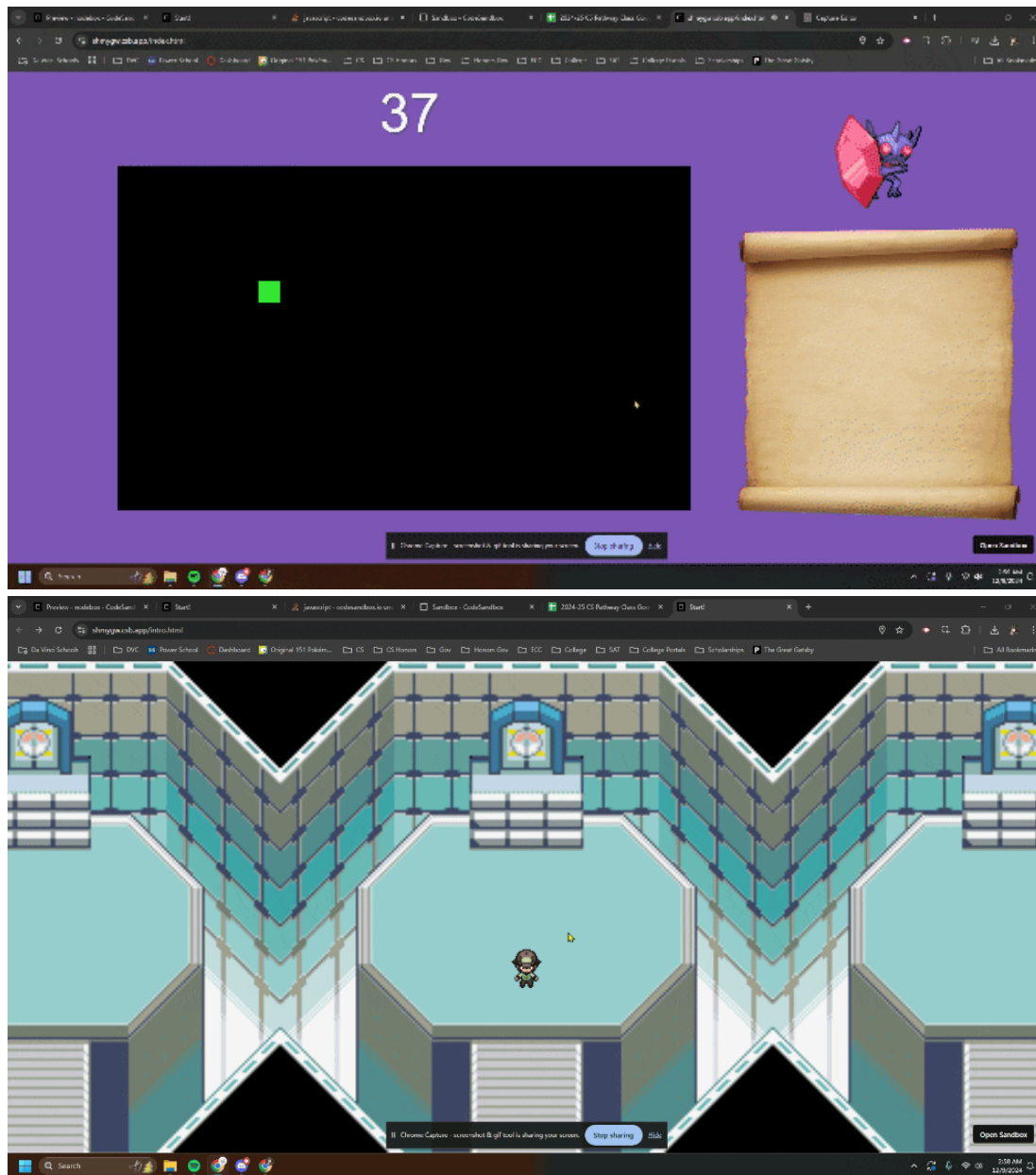
UI Before Feedback (GIF recorded with [Chrome Capture](#))



What trends did you identify in your feedback?

- Unclear instructions and mechanics (especially the blackout mechanic)
- Disconnected story transition between my site and ray's site (jumped from e4 to in a cave?)
- Inconsistent UI with the rest of the sites
- Remove the alerts (or change them to modals maybe)
- Loss of the maze doesn't let you restart

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



What changes did you make to improve your puzzle UI?

- Completely overhauled intro and removed the previous modals I had to make sure the UI and theme is consistent throughout all websites
- Clarified the red/green light gimmick in the intro
- Got rid of the annoying popups everytime you collect a note
- 3 seconds after the jumpscare when you lose, the website automatically redirects you to replay the maze
- Added sound effects to the text bubbles, mastered volumes that were too loud or too quiet

