



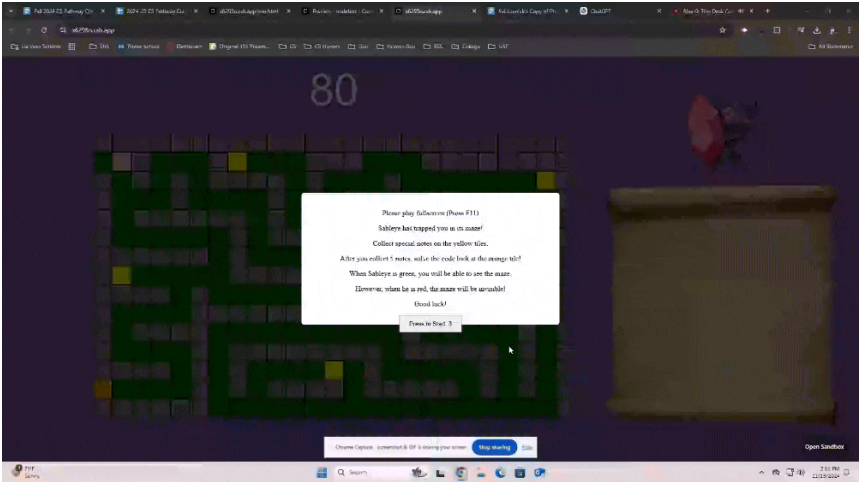
UX Testing + UI Iteration



	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: Kai Louie	<ul style="list-style-type: none">Not very confusingNot stuck anywhereSelf explanatory (no mouse input)	<ul style="list-style-type: none">Explain the controls better (use arrow keys or WASD)Pretty intuitiveJust make instructions better	<ul style="list-style-type: none">I don't like the puzzle color schemeI got confused: thought the gray was where I was 'sposed to be, not the greenThe note UI looks disgusting
User 2 Name: Jacob Bozalla	<ul style="list-style-type: none">Once I figured out what I was supposed to do, it made senseVery straightforward	<ul style="list-style-type: none">Too easy except for the end where I didn't see the note numbersVery enjoyable -JacobInstructions work, make the player want to read them (look boring)Explain keybinds on instructions	<ul style="list-style-type: none">Make the note numbers biggerThe tile colors make senseChange tile color scheme to match Sableye
User 3 Name: Cris Hutchings	<ul style="list-style-type: none">Say the notes give you numbers on the instructionsIts pretty clear u cant use da mouse (gang)Not stuck anywhere, no sirr	<ul style="list-style-type: none">Pretty easyAdd bunch more tiles like hawk tuahIt'd be more fun with more maze	<ul style="list-style-type: none">Instructions screen looks like "shit"Adds some colors to instruction screen so player wants to read it bc its more boring than 5:30 AI KanyeSounds when you get special tilesChange the purple background to something better (idk)Note text is too small and white is hard to see
User 4 Name: Eddie Gomez	<ul style="list-style-type: none">I'm confused where I start. Mark where player startsHow do I move? Make it clear what the controls are	<ul style="list-style-type: none">People might not know who Sableye is, label himTime was good, lowk was stressingI mess w/the popupAt 20 seconds, make it suspenseful music	<ul style="list-style-type: none">Change the color of the orange doorUse extra space in the notes to give tipsPerfect color scheme, change orange door thats itAdd a ding when they get the

			special tile
User 5 Name: Clint Maska	<ul style="list-style-type: none">You go around the maze and try to find the yellow squaresThey all add up to a code that opens the orange door	<ul style="list-style-type: none">Not too hard.You can make it a little harder by making it if you touch the gray, you respawn	<ul style="list-style-type: none">I like the colors of the mazeWhen you collect the code, make the yellow disappearHave the codes be bigger so they fill the scroll

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



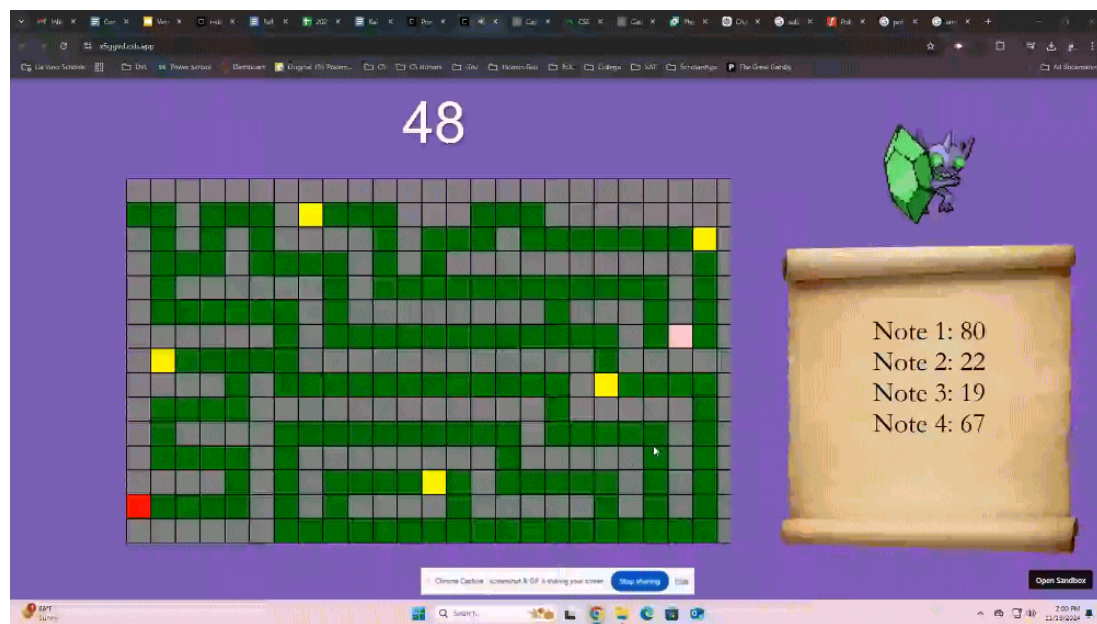
The screenshot shows a game interface with a maze on the left, a scroll on the right, and a code input field at the bottom. A text box in the center reads: "Please play fullscreen (press F11). Sableye has triggered you in its maze! Collect special codes on the yellow tiles. After you collect 5 codes, solve the code lock at the orange tile! When Sableye is gone, you will be able to see the maze. However, when he is red, the maze will be unusable! Good luck!" Below the text box is a "Press to Start" button. At the bottom of the screen, there is a "Hey, it's okay" button and an "Open Sandbox" button.

What trends did you identify in your feedback?

- Note section needs to be bigger and change the color, too hard to see
- Add a sound effect when you collect the special tiles
- Instructions need a complete rework. Make the directional inputs clear, make the instructions prettier to read
- Change the color theme of the maze to match Sableye in some way
- After you understand the movements keys, the game is pretty self-explanatory and no one got stuck anywhere.



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



What changes did you make to improve your puzzle UI?

- Added a Pokémon “level-up” sound when the player collects a special note
- Completely redid instructions screen. Now includes keybinds, cleaner UI, and multiple pages.
- Reworked “notes scroll” to center the text. Made the text black and much bigger so its more visible. Also changed the font.
- Changed the maze’s colors to match the theme of Sableye.

