UX Testing + UI Iteration
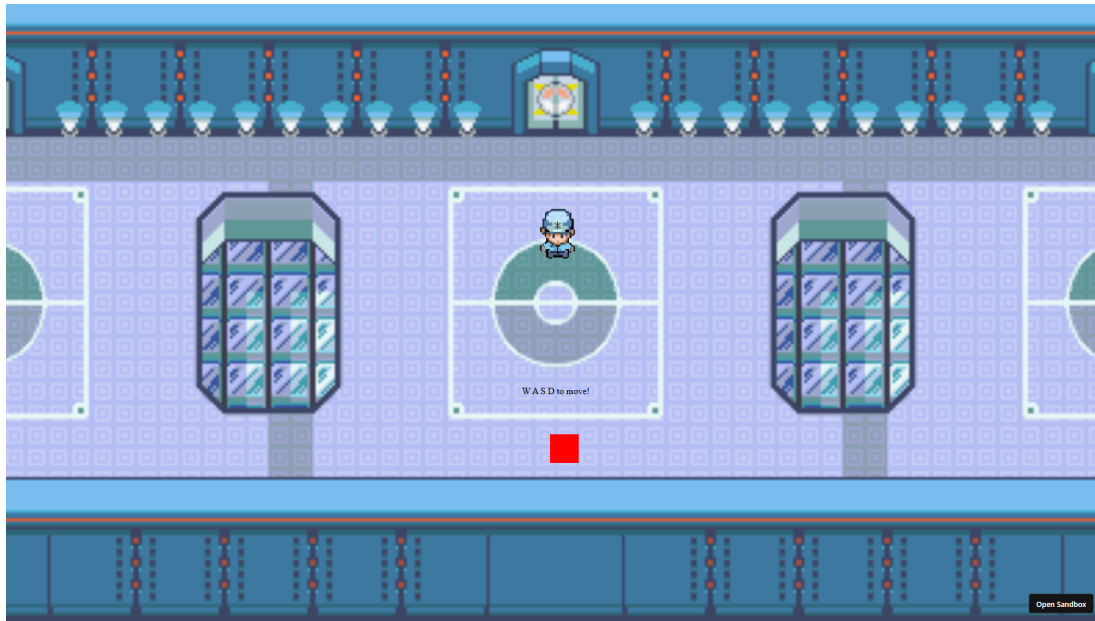
|	**LOGIC:** *Click around the page and try to solve the puzzle. Explain the puzzle you are solving and talk out loud when you are stuck.*	**INTUITIVENESS:** *Was the puzzle too easy or too hard? How could the puzzle difficulty be adjusted to make it more intuitive and enjoyable?*	**JOY:** *What elements of the UX could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)*
User 1: Eddie G	● When I moved the fire there were blockades after that I figured out that it was a type of maze	● After trying it for a while I understood it ● I think that a timer should be placed to keep me on my toes	● I think everything is nice colors and theme ● Audio would be nice; fire, music, and a death cry
User 2: Lucy	● In the beginning, I was confused because the directions were confused (I lowkey messed up when I wrote this) (I don't even know what I was writing)	● Difficulty was moderate ● After moving it a bit it was easy to understand ● After you hit a box maybe it disappears ● Obstacles where if you run through it the whole game restarts ● A timer	● Add a sound at the end ● Suspenseful music ● Try to make the cursor invisible while on the game screen
User 3: Mira	● Change the beginning ● Add a hint ● Kept trying to use the arrow keys	● Click on the abomasnow for a hint ● Fix the part where you get stuck	● Add a Reward at the end ● Change the Minecraft blocks ● Add audio for when it slides ● Overall feedback: have an intro that tells you the basics
User 4: David	● The instructions are good and helped me understand what to do	● Difficulty is at a good level ● After looping around a few times it's pretty straightforward ● If you touch certain things it restarts the page	● Add music ● Sound effects out the end like an abomasnow cry or lava over water in Minecraft

User 5: Micah	• In the beginning, I don't know what to click • Can't read • Text Boxes	• Too hard I can't do it (gave up) (bum) • Hint button	• VA from Cris • Change the red square

W A S D to move!

Open Sandbox

Open Sandbox

- Good difficulty
- Add a hint
- Sound effects
- Timer
- Obstacles that restart
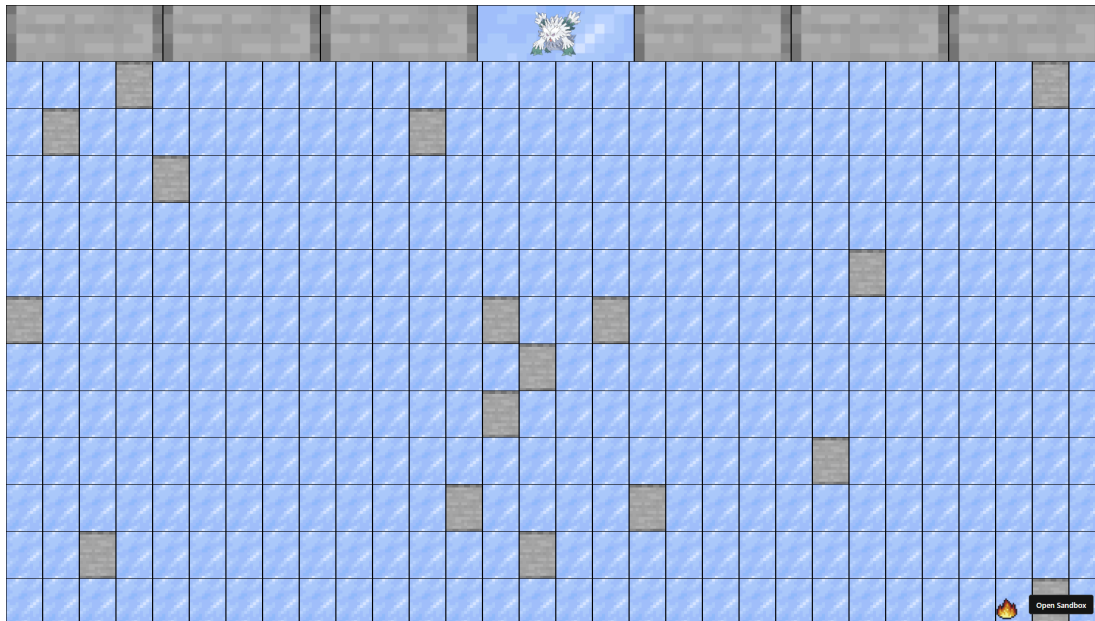
UI After Feedback (GIF recorded with [Chrome Capture](#))	What _changes_ did you make to improve your puzzle UI?