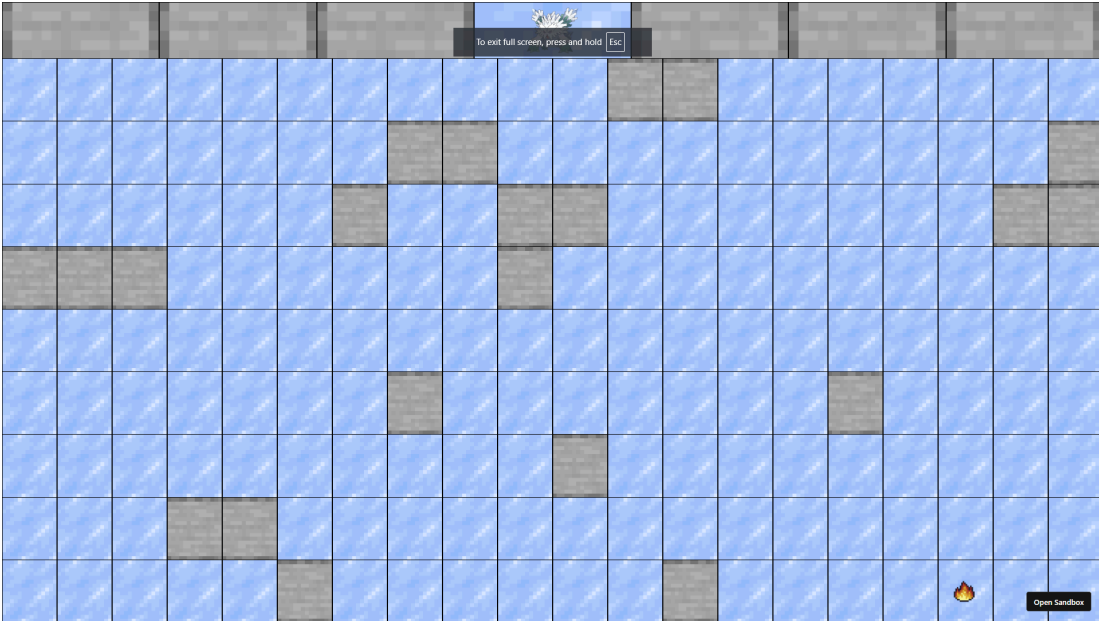


UX Testing + UI Iteration



	INTUITION: Based on the layout of the page, describe what you think the puzzle will be and how the user should solve it. Why do you think that?	DESIGN: How should styling (sizes, colors, fonts, alignment) be changed to make a more visually appealing, clear, and space efficient layout? Does the page match the mockup that was made in the team slides?	What's your opinion on the difficulty
User 1 Name: Raymond Kumamoto	<ul style="list-style-type: none"> Looks like a maze Get the fire to the ice guy Because you can't move the ice guy and the fire is the only thing that can move 	<ul style="list-style-type: none"> Make the fire bigger because it's hard to see Put a pop-up box before telling you to use WASD Add a timer to make a sense of urgency End screen and a defeat animation 	<ul style="list-style-type: none"> I think it's a good difficulty Add more levels to make it more difficult each time
User 2 Name: Eddie G	<ul style="list-style-type: none"> I would try to click on stuff until nothing works Once you start moving it's easy to understand Indicate the end goal 	<ul style="list-style-type: none"> Visuals are good I like the ice, the stone blocks Add more snowy things 	<ul style="list-style-type: none"> Pretty good Try to make it more confusing ways perfect
User 3 Name: David	<ul style="list-style-type: none"> I assume it has something to do with the fire Didn't know it was WASD After that understood 	<ul style="list-style-type: none"> Very visually appealing Matches well with the theme Very similar to the mock-up 	<ul style="list-style-type: none"> Tried to use the mouse add a control tab Fairly simple Try to make it more difficult Add enemies that can extinguish the fire or more stone bricks to make you navigate more
User 4 Name: Owen	<ul style="list-style-type: none"> Grid is interesting Not sure on where to start Hard to know who you start as 	<ul style="list-style-type: none"> Looks like Minecraft Use a block of darker ice because it's too bright 	<ul style="list-style-type: none"> Too easy Add more levels Add more blocks Add something to send you back to the beginning something dangerous

User 5 Name: Micah	<ul style="list-style-type: none"> • The fire will melt the ice maybe • Maybe move the fire • He thinks he has use the arrow keys (he's wrong) 	<ul style="list-style-type: none"> • I like minecraft • I like the grid structure it makes it easy to understand • no 	<ul style="list-style-type: none"> • Too easy • Make it so the blocks are constantly moving around using generative AI • Make it bigger so there is more stuff
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UI Before Feedback	What <u>trends</u> did you identify in your feedback?
	<ul style="list-style-type: none"> • Too easy • Confused about where to start • Didn't know how to use WASD • Grid is good • Make enemies <ul style="list-style-type: none"> • Visually appealing
UI After Feedback	What <u>changes</u> did you make to improve your UI?

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