



UX Testing + UI Iteration



Each Member of Your Team Will Have the SAME 5 Users (one member from each of the other teams) 📌	PUZZLE (Observation Only): <i>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?</i>	NARRATIVE (Ask Out Loud): <i>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?</i>
User 1: Duncan	<ul style="list-style-type: none">• Got stuck in the only place you can get stuck• Otherwise didn't need any help• Everything was clicked correctly• HE SAID HE LIKED MINE!!!!!!!!!!	<ul style="list-style-type: none">• The rooms feel disconnected• Because the UI isn't similar
User 2: Owen	<ul style="list-style-type: none">• Not me• Music in the background• Everything was done correctly	<ul style="list-style-type: none">• Add a dinging sound when you click on the text• music
User 3: Ryan	<ul style="list-style-type: none">• Everything was clicked on correctly• Add more levels• Change the text bubbles and make the winning screen also a text bubble• Don't put the Pokeball in a modal with a background just have it as the ball	<ul style="list-style-type: none">• Narrative was fine• Add music and sound effects• All text must be the same
User 4: Jaiden	<ul style="list-style-type: none">• Clicked on my character instantly and moved on to the puzzle• Got stuck in the spot where you get stuck• Wants to be able to click anywhere to move on to the text area	<ul style="list-style-type: none">• Didn't know there was a story• They all felt similar
User 5: Oscar	<ul style="list-style-type: none">• Clicked on my guy and moved on flawlessly• Made it look easy	<ul style="list-style-type: none">• No story but there was a theme• Talk about how Abomasnow is weak to fire

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

What trends did you identify in your feedback?

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

What changes did you make to improve your puzzle UI?

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