



UX Testing + UI Iteration



	User Interface: How could the styling of elements be changed to make a more visually appealing, clear, and space efficient layout? (ex: sizes, colors, fonts, alignment, etc.)	User Experience: What elements of the user experience could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)
User 1 Name: Kai yamano	<ul style="list-style-type: none">• Make expensive painting bigger• Mirror the tersh can on the other side• 	<ul style="list-style-type: none">• Add effects when you hover over hiding spots• Add another jumpscare sound•
User 2 Name: jordan	<ul style="list-style-type: none">• Make hiding spots bigger• Add background music• 	<ul style="list-style-type: none">• Add a larson jumpscare• Add a man jumpscare•
User 3 Name: orion	<ul style="list-style-type: none">• Add background music• Make expensive painting bigger• 	<ul style="list-style-type: none">• Add more hiding spots• Add more jumpscare• Give man more voicelines• Make bandage image clearer and give him voicelines
User 4 Name: ben	<ul style="list-style-type: none">• I like the light colors you used in the bright background• You can make some images bigger• Add a reset button for After the jonker jumpscare	<ul style="list-style-type: none">• Add effects when you hover over hiding spots• Make images darker when you hover on them•
User 5 Name: nick	<ul style="list-style-type: none">• Do a contrast check• Make man talk more clearly• 	<ul style="list-style-type: none">• Add a reset button• Make instructions more clear•

UI Before Feedback (Screenshot / GIF)

What trends did you identify in your feedback?

- The hiding spots are too small
- Add a reset button
- Add background music
- Add more audio
- Add hover effects

UI After Feedback (Screenshot / GIF)

What changes did you make to improve your UI?

- Added hover effects
- Added a reset button
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