UX Testing + UI Iteration

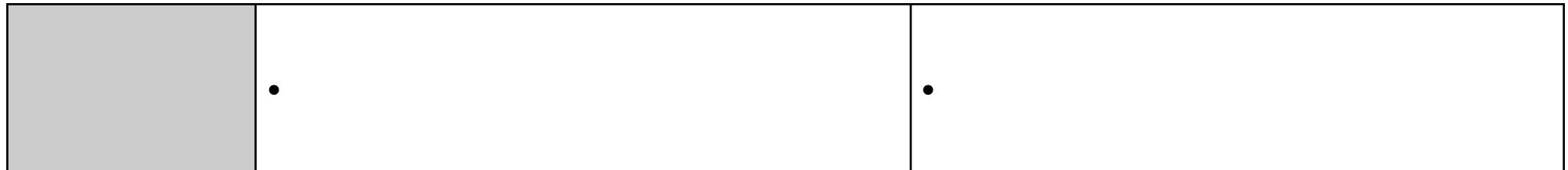| Each Member of Your Team Will Have the SAME 5 Users (one member from each of the other teams and one non-CS Pathway student) 👇	PUZZLE (Observation Only): *As they solve your escape room where are they clicking when they shouldn't? Where are they getting stuck? What seems too hard or too easy? What types of hints were effective/ineffective?*	NARRATIVE (Ask Out Loud): *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?*
User 1 Name:mehki	● He clicked right he knows how to do it He solved it in time to ● They did not get stuck simple puzzle well its simon says shapes so its pretty easy to catch on to it. ● It seems the puzzle is to easy he did it very quickly i should perchance make it faster but its hard at first then easy.	● And its among us so people should have a lick of knowledge on among us so mehki caught on easily.So you get sent to the reactor room after doing the electrical room so now you have to solve the reactor task to regulate its temperature it feels connected with the feels of the puzzle ina sense but i think we should all connect like a singular base sound so they have the same feelings and eriness towards the game.
User 2 Name:david	● So he wants the x for the modal but thats interesting and it has a big blue box and it has task bar so that should be closed ● solved the puzzle very easily ● Last puzzle he said is too easy ima make it 3x speed.	● Visually its good and bad he doesnt like the task bar and ● Puzzle is visually appealing but i should take out the task bar and the dummys in the corner to make it much more visually appealing. ● He got the concept very quickly so thats a good thing
User 3 Name:rodrick	● So hes a little confused on it and how it works maybe add a like a piece of paper on the side to know what to do first ● Change the blue box to the yellow highlighted on click like everyone elses game ● Over all he said it was quite challenging	● Its among us simon says basically took him awhile too notice to click on the blue square to go into the game. ● Should add some sort of sound that connects all games in a sense ●
User 4 Name:ben	● Immediately knew what to do got straight into the game ● Got stuck in the last one but locked in should add a x button on the modal ● Ben loves my game game seems to easy tho ive noticed that time to make it harder.	● He knew what do he said among us simon says i like it ● He liked the task bar on the side and the task completion bar ● Loved the puzzles he said but wants some sound to all of our games ben is the goat.

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	● Add a x button on the modal
	● Make the puzzle harder kinda did it alr
	● Map fs and make the yellow square smaller
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