

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.)	<u>User Experience</u> : What elements of the user experience could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)
User 1 Name: Bailey Delane	 The video size is kinda off. The height could be changed The sizes for fonts and images overall are good The alignment looks fine 	 Maybe add other characters or a button that sends you to a website The hover effects are as fine The sound effects are enjoyable, maybe add a sound effect to the title
User 2 Name: Favio jimminez	 Visually it's fine it looks it looks pleasing Overall it all matches well The video should be less wide and more taller 	 The stuff took a long time to load You could make the cursor change when it hovers over an image You should make the sound cut off
User 3 Name: Clint Maska	 When you click on someone what if they stay highlighted Reset button on the website Make video bigger 	 The button are appeasing Hover effect are also good Make it so that the audio doesn't overlap
User 4 Name: Jacob davis	 Make the people outlines bolder Turn the mouse into a finger 	 They're loud, but you can just change the volume Make the video smaller so that it doesn't cover up the background Make the audio slower so that they sound differently
User 5 Name:	 Looks cool The alignment is good The video is kinda small 	 Make the audio not overlap Make a click animation

UI Before Feedback (Screenshot / GIF)

Julian Balsells



What trends did you identify in your feedback?

- The video is too small
- The audio overlaps
- Animate the clicks/cursor
- Logo doesn't make any noise when clicked
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UI After Feedback (Screenshot / GIF)



What changes did you make to improve your UI?

- Bigger video
- Selected Functions
- Cursor Effects
- no overlapping audio