



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): *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:
Duncan

- My room was easy
- Add color mixing to make puzzle harder and more fun
- Make it so you have to work for hint and make it known you wanted hint (make hint button known)

- "Escaping a prison, mixed with saw cause its mixed with random hints"
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User 2 Name:
brody

- Hes clicking the shapes on the wall
- A little confusing but he got it eventually
- It was in between hard and easy

- Storyline is approved by brody, good vibes, prison escape
- he was stressed by timer
- The graphics were really good and well organized

User 3 Name:
bailey

- Hes clicking the shapes on the side like brody did
- He knows what to do after he got sent back already (i lowk forgot to change the link)
- It

- Prison break
- Better quality for some backgrounds
- clear photos for everything to add realism
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User 4 Name: emily

- She did it well with a bit of time left.
- She said it's a good easy
- she

- You're accused of murder.
- Trying to escape
- Prison escape

User 5 Name: Mira

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- The story line seg. Were good
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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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