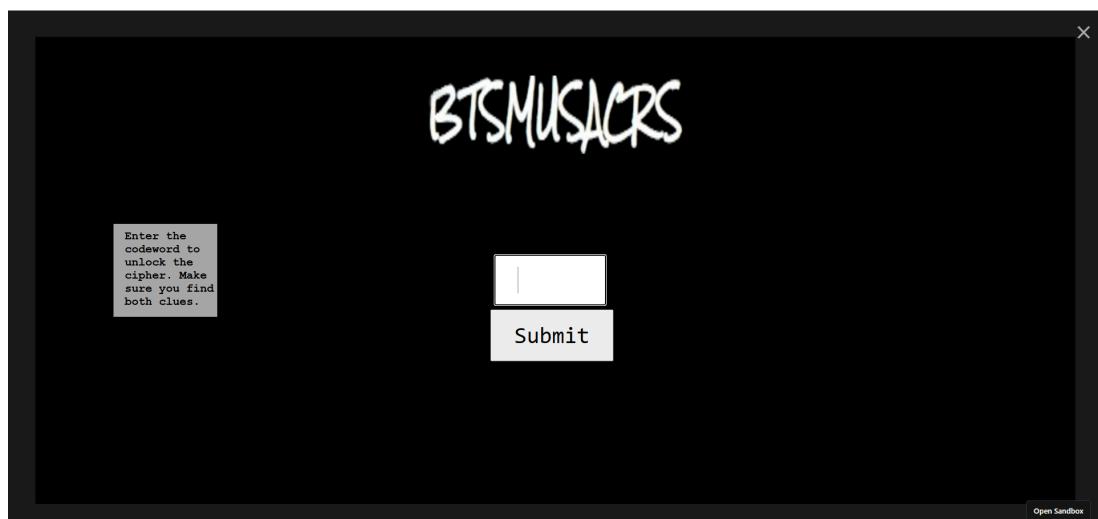




UX Testing + UI Iteration

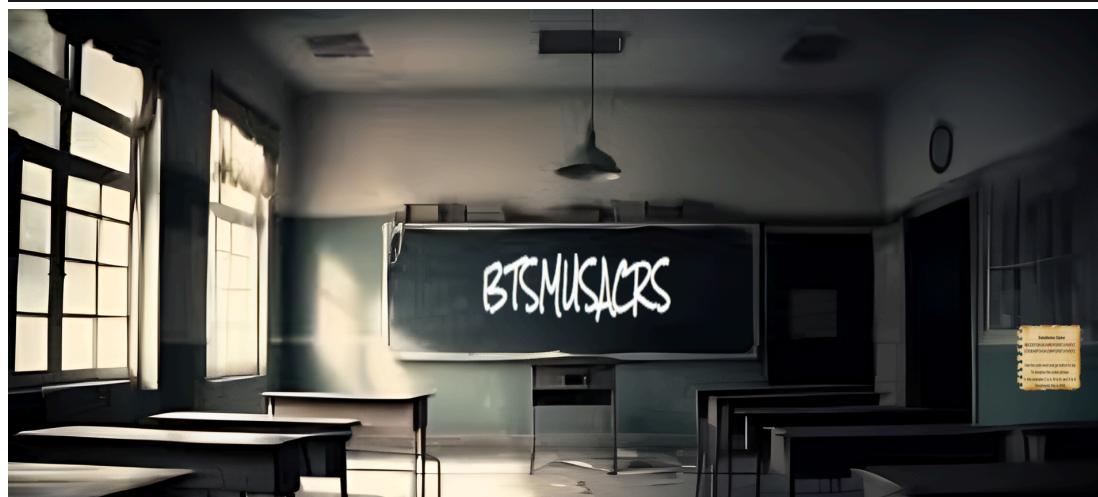
	LOGIC: Click around the page and try to solve the puzzle. Explain the puzzle you are solving and talk out loud when you are stuck.	INTUITIVENESS: Was the puzzle too easy or too hard? How could the puzzle difficulty be adjusted to make it more intuitive and enjoyable?	JOY: What elements of the UX could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)
User 1 Name: Jayden M	<ul style="list-style-type: none">Use the note cards to decipher the code phraseGet rid of the modal background•	<ul style="list-style-type: none">Makes sense once you know what you are doingMight have been too easyDont explain the cipher as much	<ul style="list-style-type: none">It was a satisfying end to the puzzle••
User 2 Name: Rodney	<ul style="list-style-type: none">Click aroundFind the clue and the note cardsLearn how to decipher and then enter the codes	<ul style="list-style-type: none">The solving the phrase was too easyMore sound effects throughout the levelMake the second enter box longer	<ul style="list-style-type: none">It was fun••
User 3 Name: favio	<ul style="list-style-type: none">Clicks around and looks for the pointerSolve the first codeMove on to the second after you solve it	<ul style="list-style-type: none">Make the door more obvious<ul style="list-style-type: none">Remove clickable on desksDon't show code phrase during code word	<ul style="list-style-type: none">Add door in background of modalMonster looks weird•
User 4 Name: Jimmy	<ul style="list-style-type: none">Click around to check for cluesThe hint is good and helped find the notesThe note helps solve the cipher	<ul style="list-style-type: none">Was good difficulty was under pressureAn extra step•	<ul style="list-style-type: none">Make the enter key workFix the end screen•
User 5 Name: Ray	<ul style="list-style-type: none">Check out the code on the boardCheck the desks and read the cluesDecipher the code	<ul style="list-style-type: none">To straining but otherwise it was a little too easyFix the code phrase problemLess clicking back and forth from the sub ciph note	<ul style="list-style-type: none">Add voice lines••

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



What trends did you identify in your feedback?

- Some of the things need to be more obvious.
- More sound effects
- Have better UI on the modals
-
-



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

What changes did you make to improve your puzzle UI?

Enter the codeword to unlock the cipher. Make sure you find both clues.

Submit



- I increased the length of the textbox so that you could see everything you typed without it getting cut off
- I removed the confusing code phrase in this first part and added it later when it is more important
-
-
-