

## **UX Testing + UI Iteration**



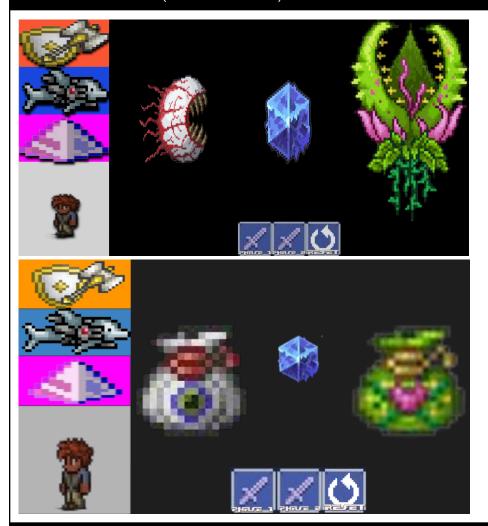
|                          | <u>User Interface</u> : How could the styling of elements be changed to make a more visually appealing, clear, and space efficient layout?  (ex: sizes, colors, fonts, alignment, etc.) | <u>User Experience</u> : What elements of the user experience could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)   |
|--------------------------|---|---|
| User 1 Name: David       | <ul> <li>Make the images fit in their boxes</li> <li>Make some of the images less blurry</li> <li>Make the bags smaller</li> </ul>  | <ul> <li>Add a sound effect the person changing</li> <li>Add a sound effect for the middle characters changing</li> <li>Add a sound effect for the buttons</li> </ul>   |
| User 2 Name:<br>Rodney   | <ul> <li>Get better pictures</li> <li>Make the bottom person a button instead of the box</li> <li>Do something with the 3 middle characters</li> </ul>                                  | <ul> <li>Add sounds for the buttons on the left</li> <li>Add sounds for the bottom buttons</li> <li>Add sounds for the middle characters</li> </ul>   |
| User 3 Name:<br>Jayden M | <ul> <li>Get better pictures</li> <li>The 3 middle ones look weird (they are the only things that are not buttons)</li> <li>Fix the sizes of the images</li> </ul>                      | <ul> <li>Add sound effects for all the javascript elements</li> <li>Add some type of hover effect for the 3 middle characters</li> <li>Make stuff opaque when you click them or hover over them</li> </ul>  |
| User 4 Name:<br>Clint    | <ul> <li>The colors on the left look a bit plain</li> <li>If the middle characters and the bottom buttons are 2 separate divs; make them look like it</li> </ul>                        | <ul> <li>Add a sound when you click on one of the left characters to make the person hear that something happened</li> <li>Add a sound effect when you click the damage button to display the change</li> <li>Maybe add some background music that you can toggle with a small button on the side or in a corner</li> </ul> |

## **User 5 Name:**

Ray

- Fix the size of some pictures
- Use less blurry pictures
- Spread the bottom buttons out like in the mobile layout
- Make it so you cant click the Phase 2 button before it comes up
- Add sounds for the bottom buttons
- Add sounds for the side buttons

## UI Before Feedback (Screenshot / GIF)

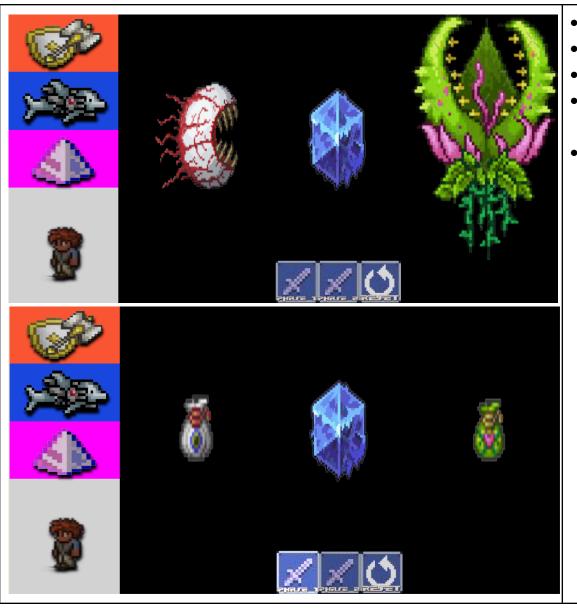


## What trends did you identify in your feedback?

- I need better images
- I need sound effects
- I need to do something with the middle characters
- I need sounds and hover effects to display that a button was clicked/hovered over
- I need to fix some of the images that I have

UI After Feedback (Screenshot / GIF)

What changes did you make to improve your UI?



- I fixed the size of some images
- I fixed the quality of some images
- I added hover and click effects
- I added the music it plays when you fight the boss in the game
- I made the middle characters interactive