



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.)	User Experience: 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 style="list-style-type: none">• Make the images fit in their boxes• Make some of the images less blurry• Make the bags smaller	<ul style="list-style-type: none">• Add a sound effect the person changing• Add a sound effect for the middle characters changing• Add a sound effect for the buttons
User 2 Name: Rodney	<ul style="list-style-type: none">• Get better pictures• Make the bottom person a button instead of the box• Do something with the 3 middle characters	<ul style="list-style-type: none">• Add sounds for the buttons on the left• Add sounds for the bottom buttons• Add sounds for the middle characters
User 3 Name: Jayden M	<ul style="list-style-type: none">• Get better pictures• The 3 middle ones look weird (they are the only things that are not buttons)• Fix the sizes of the images	<ul style="list-style-type: none">• Add sound effects for all the javascript elements• Add some type of hover effect for the 3 middle characters• Make stuff opaque when you click them or hover over them
User 4 Name: Clint	<ul style="list-style-type: none">• The colors on the left look a bit plain• If the middle characters and the bottom buttons are 2 separate divs; make them look like it• 	<ul style="list-style-type: none">• Add a sound when you click on one of the left characters to make the person hear that something happened• Add a sound effect when you click the damage button to display the change• Maybe add some background music that you can toggle with a small button on the side or in a corner

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)**UI After 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

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

