



# UX Testing + UI Iteration



Each Member of Your Team Will Have the <b>SAME 5 Users</b> (one member from each of the other teams) 📌	<b>PUZZLE (Observation Only):</b> <i>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?</i>	<b>NARRATIVE (Ask Out Loud):</b> <i>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?</i>
<b>User 1 Name: Duncan</b>	<ul style="list-style-type: none"><li>• He's looking at the instructions on my page and reading hints</li><li>• He is questioning whether or not it will take him back to the start of the page</li><li>• The riddle is difficult</li><li>• He does not think that jason voorhees hint is helpful</li><li>• He liked the insult more or less</li></ul>	<ul style="list-style-type: none"><li>• Escaping a prison mixed with saw</li><li>• He was overthinking it a lot</li><li>• Don't add the answer inside the hint</li><li>• Change the hints for friday the thirteenth</li><li>• Put hint in all the same place</li></ul>
<b>User 2 Name: Brodie</b>	<ul style="list-style-type: none"><li>• The voorhees picture should be changed</li><li>• He solved my puzzle quickly</li><li>• </li></ul>	<ul style="list-style-type: none"><li>• It's a good prison escape vibe</li><li>• </li><li>• </li></ul>
<b>User 3 Name: Bailee</b>	<ul style="list-style-type: none"><li>• It needs more explanation</li><li>• Everything seems to be going smoothly as i've changed the friday the thirteenth hint</li><li>• </li></ul>	<ul style="list-style-type: none"><li>• </li><li>• </li><li>• </li></ul>
<b>User 4 Name: Emily</b>	<ul style="list-style-type: none"><li>• It often takes more than one try at figuring out the page</li><li>• The vent was hard because it didn't make sense</li><li>• Put numbers on each vent</li></ul>	<ul style="list-style-type: none"><li>• Accused of murder and taken to jail</li><li>• Trying to escape</li><li>• Go through vents and try to escape.</li><li>• </li></ul>
<b>User 5 Name: Mira</b>	<ul style="list-style-type: none"><li>• She google searched</li><li>• Maybe proved more instructions</li><li>• Add numbers to my page</li></ul>	<ul style="list-style-type: none"><li>• </li><li>• </li><li>• </li></ul>

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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