UX Testing + UI Iteration

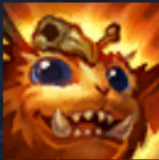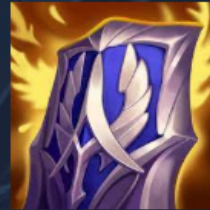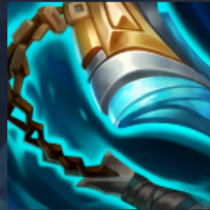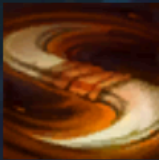|	**User Interface:** *How could the styling of elements be changed to make a more visually appealing, clear, and space efficient layout?* *(ex: sizes, colors, fonts, alignment, etc.)*	**User Experience:** *What elements of the user experience could be improved to make the page more intuitive and more fun/satisfying?* *(ex: sounds, hover effects, press effects, etc.)*
User 1 Name: *JUSTIN TRAN*	• The inventory needs to be scaled correctly • Fonts are bland • Make inventory better blend with rest of site	• Make more intuitive He was lost • Make it able to remove items from inventory
User 2 Name: *Desmond Sparks*	• Clean up tablet veiw • He didnt know to click on the big gnar	• Make the items feel more clickable from inventory • The R ability is healing dummy instead of doing action • W only works when up close and is hard to know
User 3 Name: *Allan Arriaga*	• Inventory gets out of frame, fix the size and scale • Make the images higher quality • I like the responsiveness and the interactivity	• Tell the viewer that you can push the keys because it is a little confusing • The R ability doesn't work it just heals the dummy • Add a reset button
User 4 Name: *Nathan Acosta*	• Good visualy	• Gain something after kill • Add intrustion
User 5 Name: *Carlos Castillo*	• Fix scaling on the testing area and have it show up on mobile • Make the interactable items be more obvious	• When you are in mobile and tablet you wont have a keyboard so make it so you can also tap on the abilitys • Add a key marker on the ability so its more obvious that you have to click on the key and make sure it changes when its in tablet and mobile mode.

UI Before Feedback (Screenshot / GIF)	*What <u>trends</u> did you identify in your feedback?*
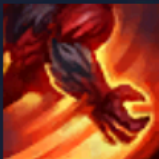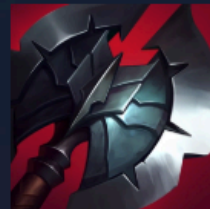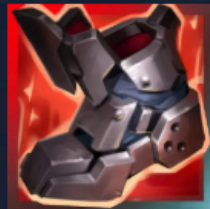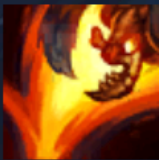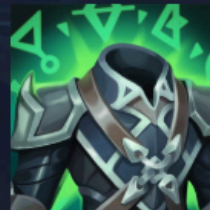
- Making using the abilities with keys more obvious
- Fix scaling on images
- Add stats bar to see actual change.

UI After Feedback (Screenshot / GIF)	*What <u>changes</u> did you make to improve your UI?*
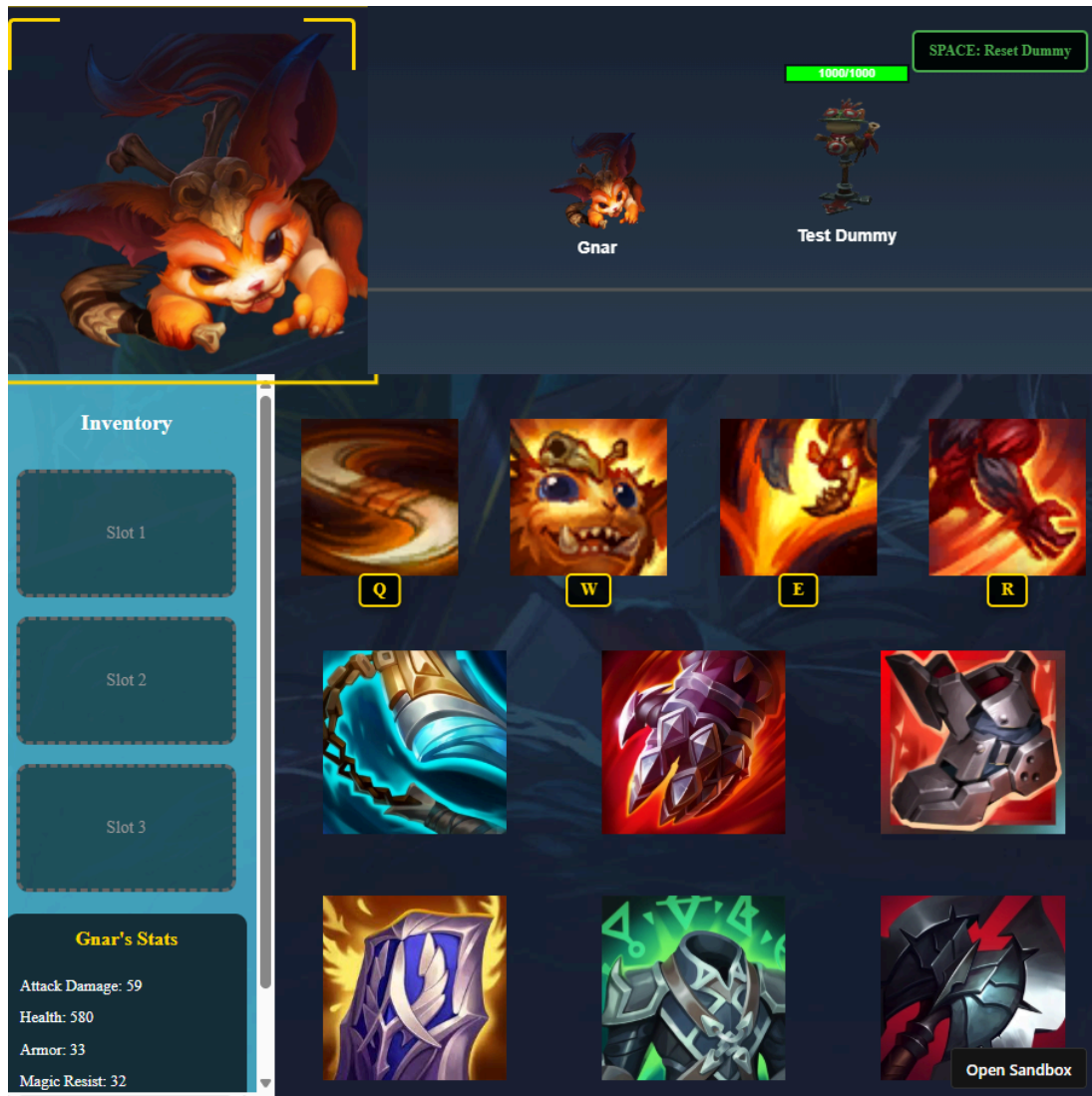
- Added key markers for abilities
- Added a reset dummy so that once it dies you can refil health
- Made it so R doesnt heal dummy anymore
- Added scaling to stat and playing divs