



UX Testing + UI Iteration



Each Member of Your Team Will Have the SAME 5 Users (one member from each of the other teams) 📌

PUZZLE (Observation Only): 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?

NARRATIVE (Ask Out Loud): 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?

User 1 Name: Eddie G.

28:40

- Looked confused at first
- Clicked on the doll first
- Got a screwdriver puzzle quick
- Stuck on code, got it wrong multiple times
- The time clock took a little realization, then it was easy
- Code is hard to hear apparently
- Understood key mechanics well

- Hiding from something, going insane, hiding from something, multiple puzzles
- Fire, good music, suspenseful, sound too loud

User 2 Name: Julian M.

35:17

- Read Clint's board first
- Break code
- Can't read the clock
- Got clock eventually
- Got the screwdriver easy
- Code box broke

- Hints, escaping the room, tries to reunite with friends
-
-

User 3 Name: Ryan L.

22:23

- Volume too loud
- Boring title card
-

- Numbers should be the same
- Music loud
- Use the key button nuh uh, click the locks
- Ties in kind of

User 4 Name: Emily M. 37:15

- Confused
- Couldn't hear the doll well
-
-

- Decipher the clock, go into the vent, use the doll's VL
- Fits with other rooms well
-

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

What trends did you identify in your feedback?

```
function playBGMusic() {
  var audio = document.getElementById("backAmbience");
  audio.play();
}
```

- Music is too loud

-
-
-
-

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

```
function playBGMusic() {
  ⚡var audio = document.getElementById("backAmbience");
  audio.volume = 0.4;
  audio.play();
}
```

What changes did you make to improve your puzzle UI?

- Put music volume down

-
-
-
-