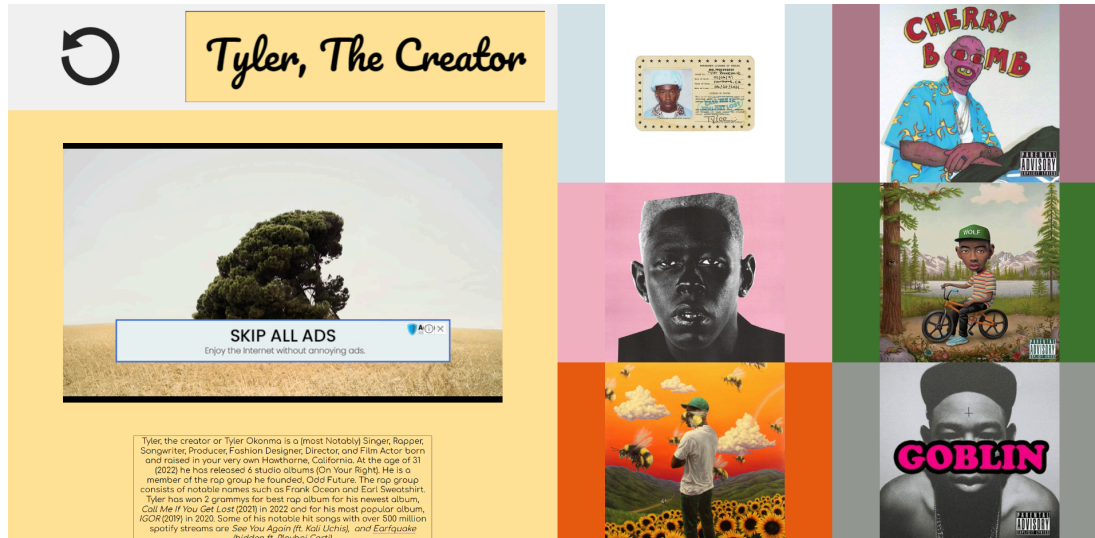# UX Testing + UI Iteration

	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: *Duncan (google dude)*	• Change reset to back button •	• Make hover animation faster • •
User 2 Name: **david**	• • • •	• Likes hover effects • Likes sounds •
User 3 Name: *Saffiyah*	• The colors is liked • Change font in info box • •	• Find longer audio clips for when clicking • •
User 4 Name: *Chris*	• Change Font to more classy • •	• Make flower boy click sound longer • •
User 5 Name: *Ari*	• Likes the color scheme • •	• Make flower boy sound longer • Make hover effects faster •

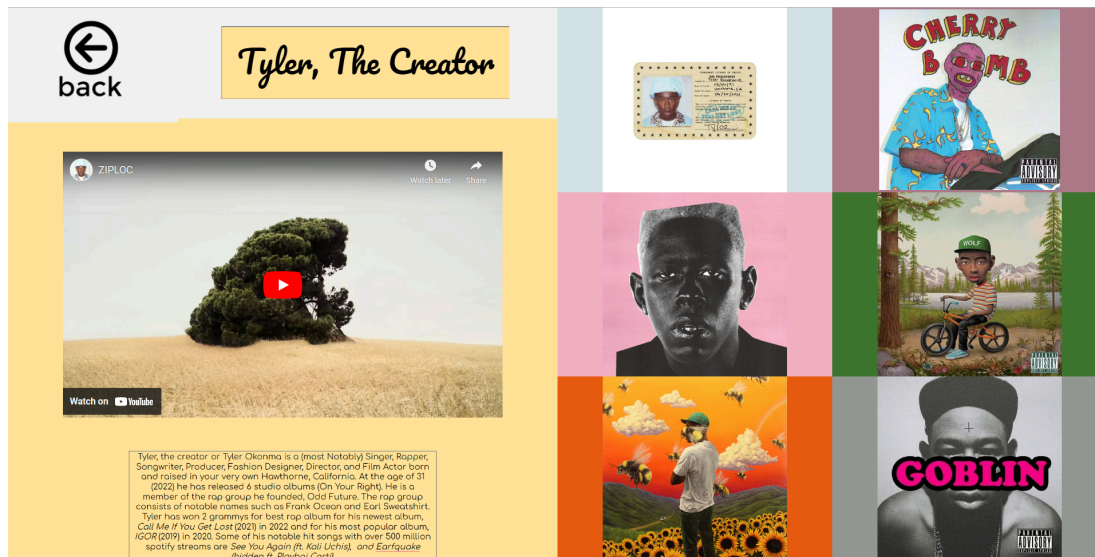| UI Before Feedback (Screenshot / GIF)	What <u>trends</u> did you identify in your feedback?
	- Change Fonts - Make flower boy click sound longer

UI After Feedback (Screenshot / GIF)	What <u>changes</u> did you make to improve your UI?
	- I Changed the reset button to a back button - I made the flower boy sound longer