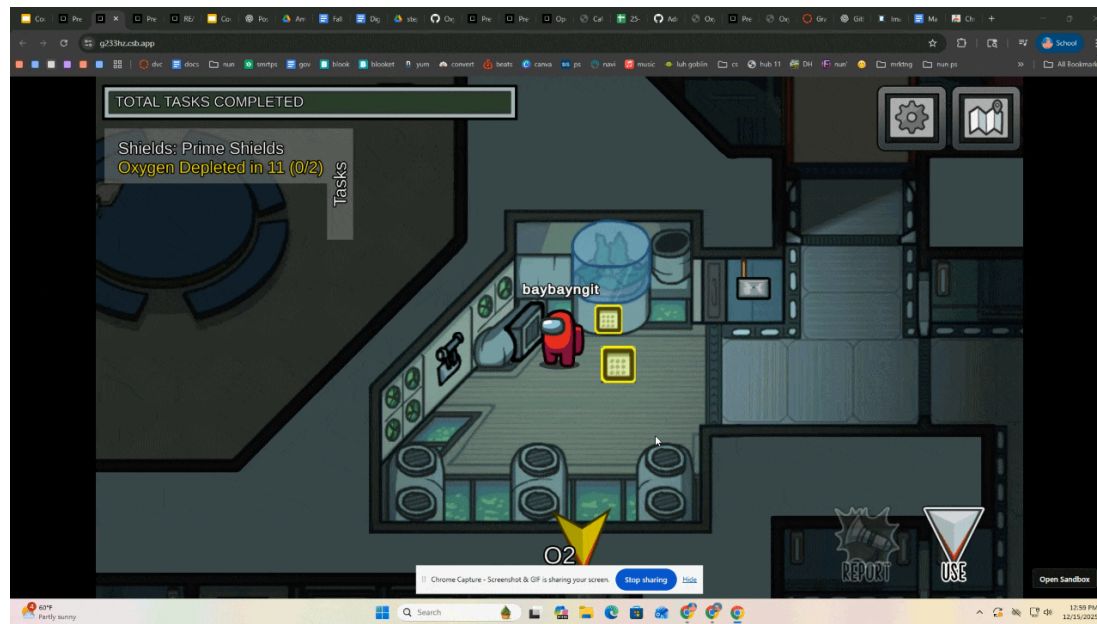


UX Testing + UI Iteration



<p>Each Member of Your Team Will Have the SAME 5 Users (one member from each of the other teams and one non-CS Pathway student) 📌</p>	<p>PUZZLE (Observation Only): <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></p>	<p>NARRATIVE (Ask Out Loud): <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></p>
<p>User 1 Name: Mekhi</p>	<ul style="list-style-type: none"> • Little more difficulty • Players clicked decorative items thinking they were part of the puzzle. • Some objects didn't look clearly clickable. 	<ul style="list-style-type: none"> • Nice layout • Players wanted a clearer sense of what happened before they entered the room. •
<p>User 2 Name: David</p>	<ul style="list-style-type: none"> • Maybe hide the numbers around the maps • Clues blended in too much and were easy to miss. • Fast clicking caused input mistakes or confusion. 	<ul style="list-style-type: none"> • Buttons line up • The room would feel more connected if clues tied into the overall storyline of the escape. •
<p>User 3 Name: Roderick</p>	<ul style="list-style-type: none"> • Some forgot to hit "X" before re-entering numbers. • expected items to be draggable or openable. • 	<ul style="list-style-type: none"> • Theme is consistent • The design could be unified with color, lighting, or shared symbols used by the other teams. •
<p>User 4 Name: Ben</p>	<ul style="list-style-type: none"> • Some skipped instructions and got confused. • tried entering partial codes randomly to "guess." • 	<ul style="list-style-type: none"> • The story is clear, but the purpose of the room could be explained a bit more • •
<p>User 5 Name: Austin</p>	<ul style="list-style-type: none"> • Users tried to brute-force the lock instead of following clues. • • 	<ul style="list-style-type: none"> • Sound effects or background audio could help build atmosphere. • Certain objects looked important but didn't relate to the story. •

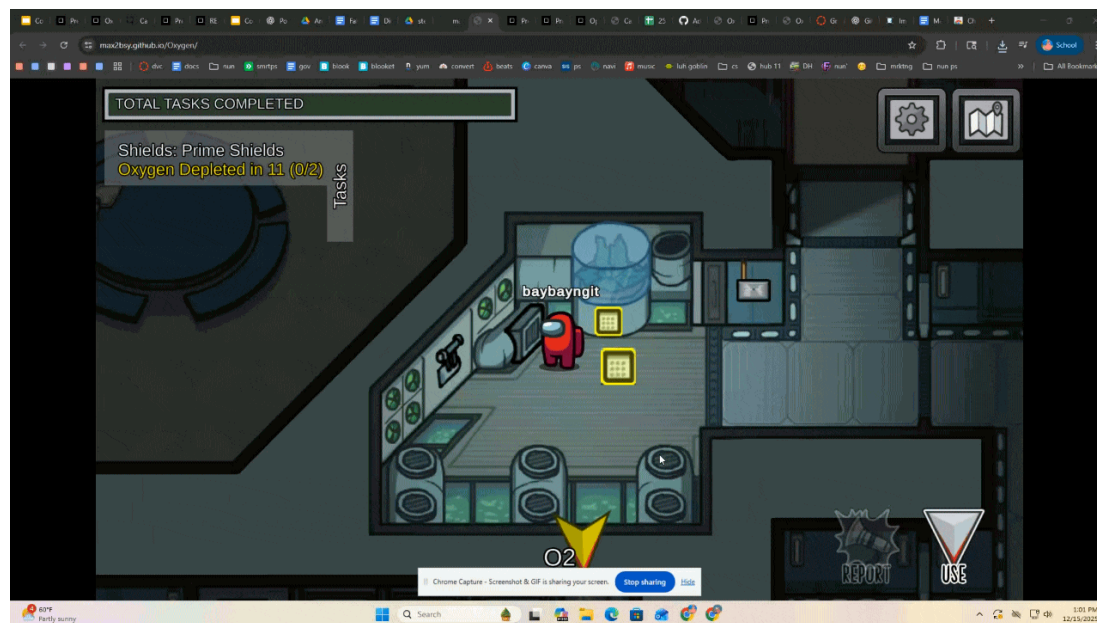
UI Before Feedback (GIF recorded with [Chrome Capture](#))



What trends did you identify in your feedback?

- Too easy
- No SFX
- Lost, no directions
- Stuck in room once finish w/ puzzle

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



What changes did you make to improve your puzzle UI?

- Added slight challenge
- Added SFX
- Added instructional dialogue
- Added Map Modal to move on from room