



UX Testing + UI Iteration

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) 

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:
Mekhi

- Little more difficulty
- Players clicked decorative items thinking they were part of the puzzle.
- Some objects didn't look clearly clickable.

- Nice layout
- Players wanted a clearer sense of what happened before they entered the room.
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User 2 Name:
David

- Maybe hide the numbers around the maps
- Clues blended in too much and were easy to miss.
- Fast clicking caused input mistakes or confusion.

- Buttons line up
- The room would feel more connected if clues tied into the overall storyline of the escape.
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User 3 Name:
Roderick

- Some forgot to hit "X" before re-entering numbers.
- expected items to be draggable or openable.
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- Theme is consistent
- The design could be unified with color, lighting, or shared symbols used by the other teams.
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User 4 Name:
Ben

- Some skipped instructions and got confused.
- tried entering partial codes randomly to "guess."
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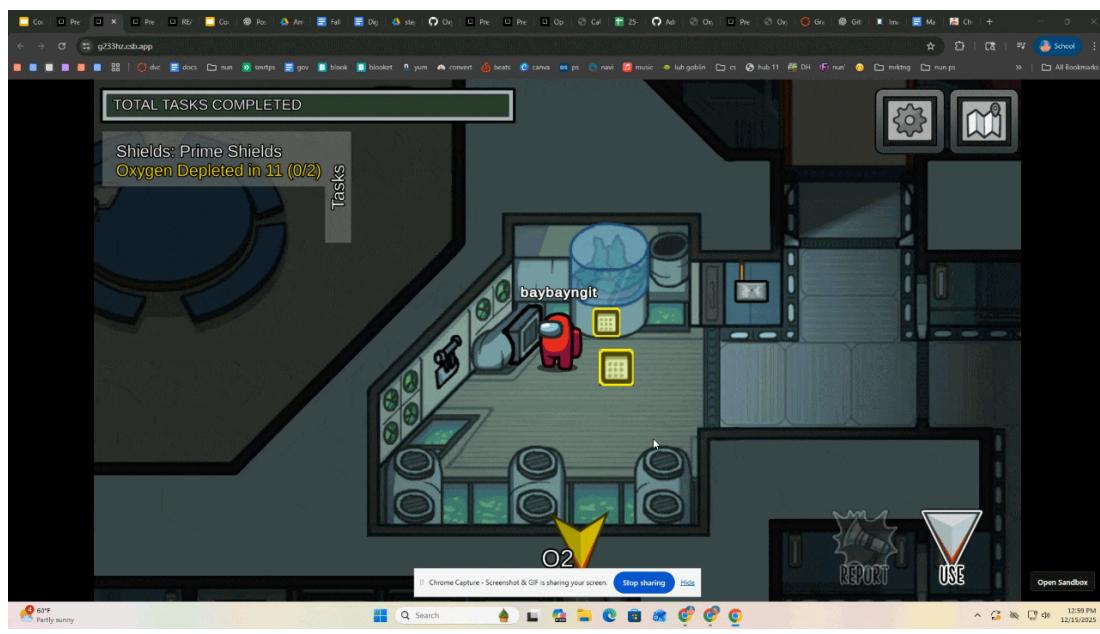
- The story is clear, but the purpose of the room could be explained a bit more
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User 5 Name:
Austin

- Users tried to brute-force the lock instead of following clues.
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- Sound effects or background audio could help build atmosphere.
- Certain objects looked important but didn't relate to the story.
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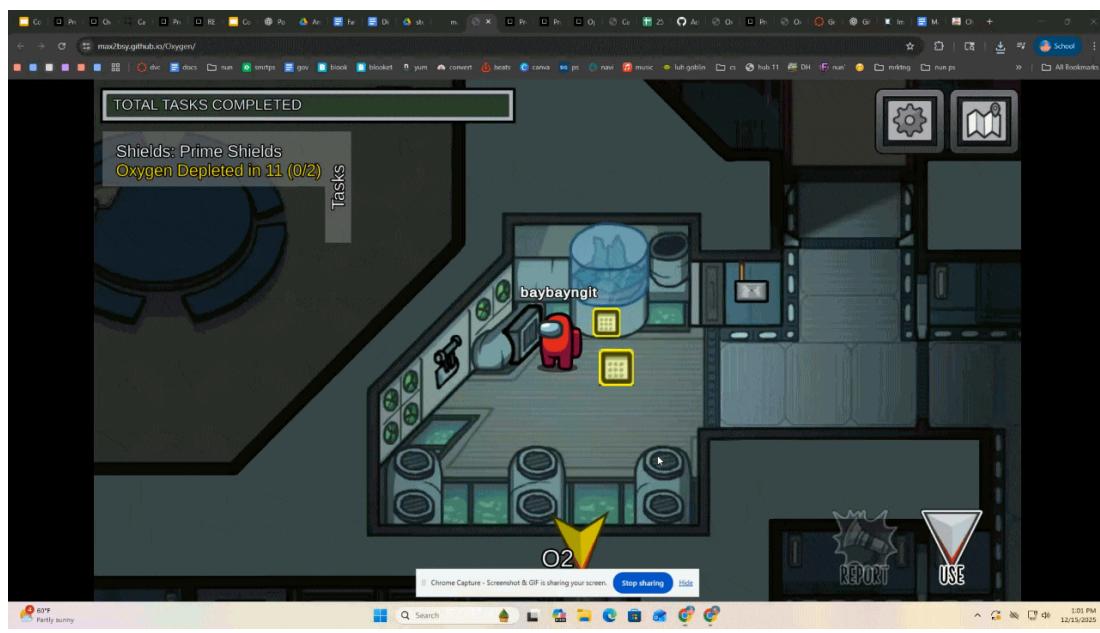
UI Before Feedback (GIF recorded with [Chrome Capture](#))



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