



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: Micah Burton	<ul style="list-style-type: none">• Use gifs for some of the images such as the ender dragon and experience particles• Maybe make the end gateway smaller in the second page• Align the chorus fruit with the other chorus fruit in the background	<ul style="list-style-type: none">• Add hover effects or other indicators to show users where to go/click• Add sound effects for when things are clicked and background music
User 2 Name: Ryan Lewis	<ul style="list-style-type: none">• Make the dragon move around/resize the dragon• Make sure the sounds don't overlap when you add them• Make the boat exit clearer	<ul style="list-style-type: none">• Adding sounds when you click something• Also adding Minecraft soundtrack aswell• Adding the hover effects as well
User 3 Name: Aniya Gillings	<ul style="list-style-type: none">• Maybe add an "easter egg" that tells you what to do/click on• Add gifs to make it more interactive	<ul style="list-style-type: none">• Add hover on every buttons or even light• Add music and sounds when you kill
User 4 Name: Eddie Gomez	<ul style="list-style-type: none">• Maybe add gifs to make certain things clear• Adding Instructions can help figure out where to go	<ul style="list-style-type: none">• Adding hover effects to make it easier• Sounds when picking things up, killing the silverfish, entering the end
User 5 Name: Brody Mack	<ul style="list-style-type: none">• Showing Directions so they know where to go• Add items to the user's hands when fighting ex) a bow or sword	<ul style="list-style-type: none">• Add hovers to the buttons• Add clicks to the chest, so you can grab an item and place it into the inventory

UI Before Feedback (Screenshot / GIF)



What trends did you identify in your feedback?

- Noticed a lot of the same feedback
- Not really knowing what to do or click at first
- Really laggy website
- Wanted more visual cues
- Adding sounds and effects would help

UI After Feedback (Screenshot / GIF)

What changes did you make to improve your UI?

- Added sounds
- Added hover effect
- Made the chest interactive
- Added instructions
- Added music in the background
- Resized things