UX Testing + UI Iteration

	INTUITION: *Based on the layout of the page, describe what you think the puzzle will be and how the user should solve it. Why do you think that?*	**DESIGN:** *How should styling (sizes, colors, fonts, alignment) be changed to make a more visually appealing, clear, and space efficient layout? Does the page match the mockup that was made in the team slides?*	**Custom Question:** *What is something you want feedback on? Write your own question here!* *What can I do to make it less complex?*
User 1 Name: BELA	● First page intuition is to click the question mark ● First Instinct is to go through the 'easy route' ● Would try dragging first then clicking	● Add noises for errors ● Make background clearer ● Add white to the message	● Maybe say 'click around to find your way out' ● FOR YOU: Click thing is easier than drag and drop
User 2 Name: RYAN	● Click through arrows to go to end ● Unclear which place is start and which is exit ● Easy route	● Higher quality image ● Put farmer at start ● Maybe make X the hint or in a corner ● Make sure X doesn't work until it matches	● 'Try switching different tiles' ● Let them figure it out ● Separate the rows
User 3 Name: LUCI	● First try to drag, then change order, then flip ● Easy route	● Put farmer at start ● Don't add wording; use images ● Make Lewis a button	● Change as red if wrong; green if right ● Add noises for right and wrong moves ● Still moves, temporary flash
User 4 Name: EDDIE	● Looks like a start and end ● Assume to click until it goes in that direction ● Easy Route	● Separate 1st & second row ● Add 2nd page/ instructions	● Make it so it doesn't switch if its incorrect ● Make it unclickable OR change color ● Say in the hint to mix and match
User 5 Name: ALAYNA	● Thinks its like those care 2048 games ● Would click around ● Didn't notice start and end ● Easy Route	● Add something to show the exact way ● "Oh no! It looks like the maze has been moved around! How can we switch around the walkways to lead to the exit?"	● Add hint page ● Green if right ● Don't let it move, flash red