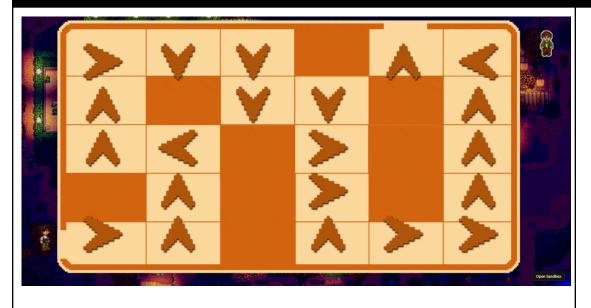# UX Testing + UI Iteration

	LOGIC: *Click around the page and try to solve the puzzle. Explain the puzzle you are solving and talk out loud when you are stuck.*	**INTUITIVENESS:** *Was the puzzle too easy or too hard? How could the puzzle difficulty be adjusted to make it more intuitive and enjoyable?*	**JOY:** *What elements of the UX could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)*
User 1 Name: LUCI	● Assume you need to follow pattern ● Got the puzzle right away ● Didn't need the hint! ● Corners are confusing	● Make hint bigger ● Maybe add something about the corner in the hint ● Double checking?	● Make farmer 1 go away ● Make sure to add the last page ● Beginning is pretty self explanatory including the other scenes
User 2 Name: ANIYA	● Tried to drag then flip, was confused what happened ● Hint wasn't clear enough	● Make the hint more clear ● Add image example ● Add corner arrows OR add a continue/ dead end sign	● Change green to orange ● Make Lewis pop out ● Add clicking sounds ● Add talking sounds
User 3 Name: DAVID	● Figured out they switch pretty quick ● First thought it would toggle ● Got corners right	● Thought it was pretty simple ● Hint makes sense ● Self explanatory	● Add cursor ● Maybe footsteps? ● OVERALL: explain its going by season; keep first page
User 4 Name: BLUE	● Hint helped him out ● Understood the corners ● Clicked them but didn't understand why it changed directions until given extra hint	● Add back button ● In hint add something along the lines of "match the arrows" ● Not too hard, not too easy	● Add more stardew valley ideas ● Add cursor ● Change the green to orange/ make it more apparent
User 5 Name: CRIS	Tried to drag first, got stuck when it didn't work BUT got it right after Did it out of order…?	Say "Out-of-order" in the hint Add more tiles Grey the boxes out/lock it in place	Fix first dialogue to be correct english Make farmer 1 go away Give a reward system/continue to next stream

Hint isn't very clear / unhelpful

A lot of little changes can make the game cleaner
- Add cursor
- Change green > orange
- Remove farmer 1
- Make hint more apparent

Add extra audio to increase satisfaction

Add an ending before transitioning to the next season

- Added better instructions
- Made a lot of little changes to make the game cleaner
  - Added junimo cursor
  - Changed green arrows to orange
  - Removed farmer 1
  - Make hint larger
- Added extra audio to increase satisfaction