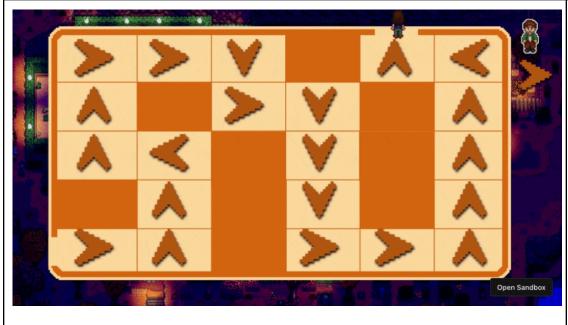# UX Testing + UI Iteration

Each Member of Your Team Will Have the SAME 5 Users (one member from each of the other teams) 👇	PUGGLE (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: ANIYA	● Got it right off the bat (Gave me feedback prior) ● Sometimes got corners mixed up ● Didn't use hint! ● Tried to click farmer, then other characters ○ Chest wasn't that clear ● Predicted death	● Really liked the plot twists and how graphic it is ● Was 'hard enough in a good way' ● More audio to make it more immersive ● Make note of the corners ● Make the chest glow/it's separate img ● Death made sense!!
User 2 Name: JAIDEN	● Tried to switch them around first, got it pretty quick (14 minutes total for all!!) ● Also didn't use hints! ● Got corners messed up ● Tried to open door first at end screen ● Overall didn't seem super hard to him	● Favorite game he's played so far!!! ● Has attachment to the characters ● Deaths were just there; didn't really understand why or who did them ● Maze was easy, but the corners stumped him ● Add audio for chest ● Didn't notice hint ● Make chest separate img ● Liked death
User 3 Name: KAI	● Knew to switch it around, didn't really get the order at first ● Got messed up at the corners ● Didn't click hint!!! ● Went SUPER fast (7 min total!!)	● "Why is everyone dying??" ● Didn't really get the background plot ● Thought it was click around too ● Add more to the maze ● Maybe footsteps and sebastian walking away to add to story
User 4 Name:	● ● ●	● ● ●

User 5 Name:	● ● ●	● ● ●

UI Before Feedback (GIF recorded with Chrome Capture) | *What <u>trends</u> did you identify in your feedback?*

- Hint isn't that apparent
- Chest wasn't clear
- The balance of a less confusing maze & hard corners make an overall good level escape room
- Adding more audio can help make it more emmersive

UI After Feedback (GIF recorded with Chrome Capture) | *What <u>changes</u> did you make to improve your puzzle UI?*

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