



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! Does the space of where the target is make sense?
User 1 Name: Tiana	<ul style="list-style-type: none">• Add more specific instructions• Make the instructions more understandable	<ul style="list-style-type: none">• The colors and the background gives off the old circus vibe• • 	<ul style="list-style-type: none">• I think the space right now is fine• • 		
User 2 Name: Mackalya	<ul style="list-style-type: none">• I would begin to start clicking the targets to try to guess the txt• Make the instructions more clearer• 	<ul style="list-style-type: none">• Make the hint bigger• I like the vibe of the colors• Find a clearer image of the background and make art bigger	<ul style="list-style-type: none">• Make the targets fit more into the tent canopy• • 		
User 3 Name: Jocelyn	<ul style="list-style-type: none">• Understands the point of the puzzle• • 	<ul style="list-style-type: none">• Make the images smaller• Add a hover effect• Higher quality of the background	<ul style="list-style-type: none">• Add words to the paper modal• Add a hover effect on the targets to indicate that they need to be clicked• 		
User 4 Name: Halima	<ul style="list-style-type: none">• • • 	<ul style="list-style-type: none">• Find higher quality background image• Center the bottom line of text• 	<ul style="list-style-type: none">• Use darker colors as targets• • 		
User 5 Name:	<ul style="list-style-type: none">• • • 	<ul style="list-style-type: none">• • • 	<ul style="list-style-type: none">• • • 		

UI Before Feedback



What trends did you identify in your feedback?

- To find higher quality for the background
- Make the targets a bit smaller
- Make the instructions more clearier
- Add more interactive features
-

UI After Feedback



What changes did you make to improve your UI?

- Add a modal to display the hint
- Added more interactive features to the targets
- Chnanged the colors of the targets to a darker key
-
-