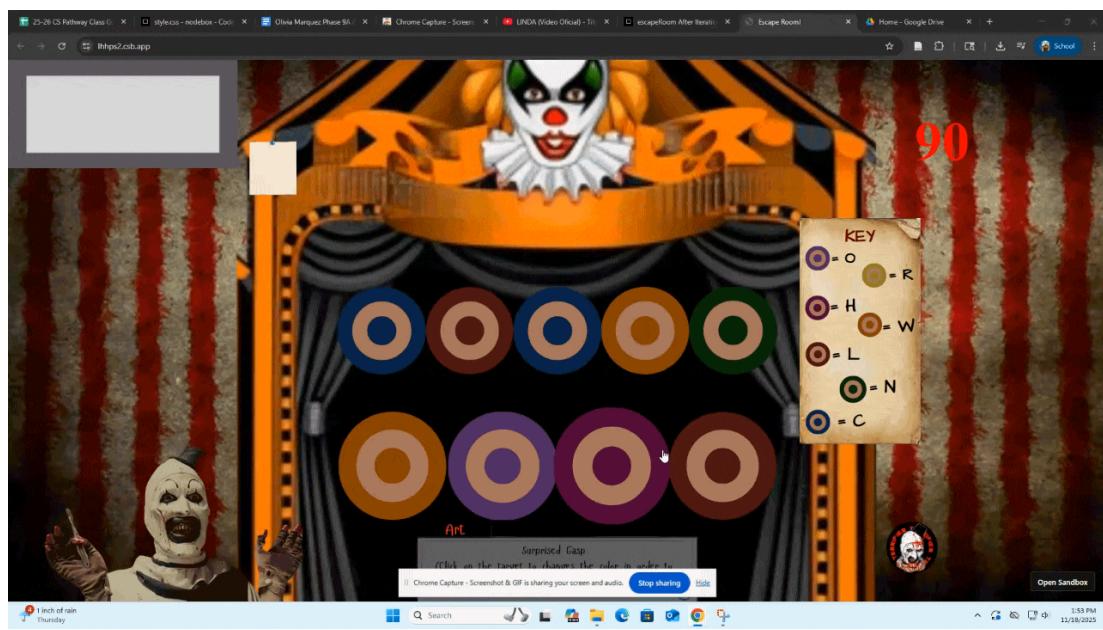




UX Testing + UI Iteration

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: Jocelyn	<ul style="list-style-type: none">It was a bit confusing to startAdd the instructions as a modalMaybe make the note bigger and add text on the note	<ul style="list-style-type: none">The game is not too hard nor easierChange the word to match the rest of the groups	<ul style="list-style-type: none">Add a laughing clown to each ending
User 2 Name: Mackayla	<ul style="list-style-type: none">Add the instruction modal that pop up right awayI thought it was just hornI like the layout	<ul style="list-style-type: none">The puzzle is moderate levelI like the keyLabel the note as a hint	<ul style="list-style-type: none">Add a word input to output the word they need to move onMatch with the rest
User 3 Name: Tiana	<ul style="list-style-type: none">Add the instruction modalThe layout game is coolMove the timer to make more visible	<ul style="list-style-type: none">Added a faded clown horn image to make it easier to guess theThe level of the game is in between hard and easyWrite the word hint on the note	<ul style="list-style-type: none">Add where you type the correctly phrase into
User 4 Name:	<ul style="list-style-type: none">Add a better hint (clown image+ horn image =?)Add the instructions modal	<ul style="list-style-type: none">Write the word hint on the noteLike how the word appears once guessed	<ul style="list-style-type: none">Add the instuAdd the space where they input hte word
User 5 Name:	<ul style="list-style-type: none">	<ul style="list-style-type: none">	<ul style="list-style-type: none">

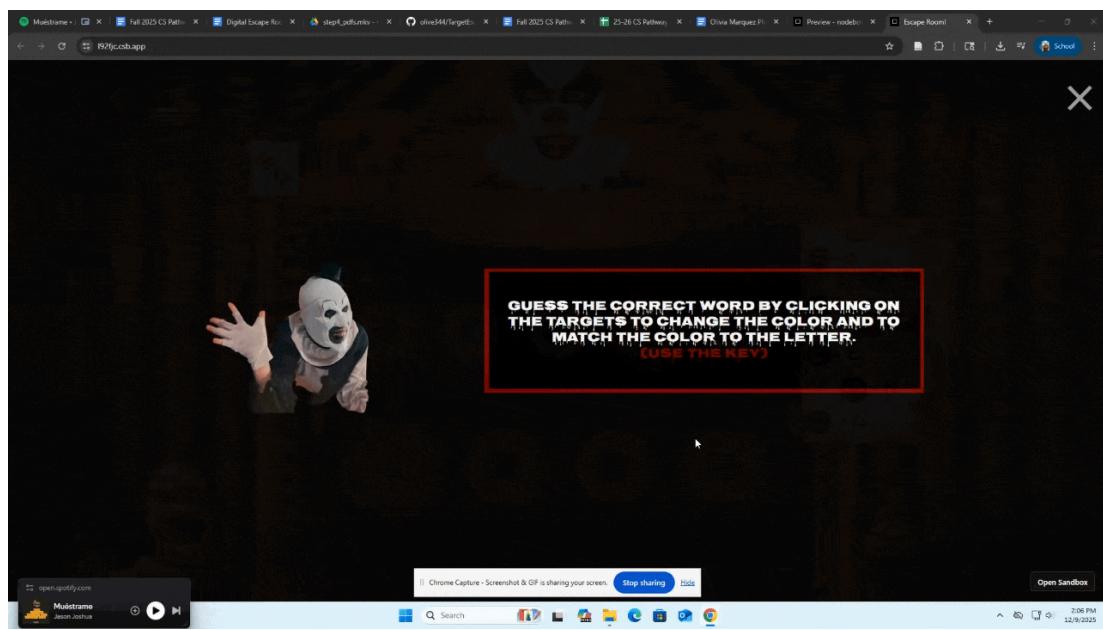
UI Before Feedback (GIF recorded with [Chrome Capture](#))



What trends did you identify in your feedback?

- Add an instructions modal, and once they click on the “x”, then the timer starts
- Write the word hint on the note
- Add an area that once the word is guessed then, they word they need is given to move on
- Add a better hint
-

UI After Feedback (GIF recorded with [Chrome Capture](#))



What changes did you make to improve your puzzle UI?

- I added the text “hint” on the note to indicate the hint
- I added images to the hint to make it better
- I added a modal for user input in order where the user can move on, by typing the word to move on
- I added an instruction modal so that the user see it first and is able to reference it again
- The timer started once the user logged out of the instruction modal