

UX Testing + UI Iteration



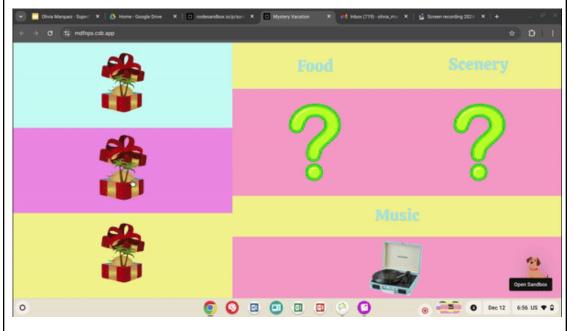
	<u>User Interface</u> : How could the styling of elements be changed to make a more visually appealing, clear, and space efficient layout? (ex: sizes, colors, fonts, alignment, etc.)	<u>User Experience</u> : What elements of the user experience could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)
User 1 Name: naythan	 There is empty space, possibly a bigger image Possibly add another category (culture) Overall, it's a simple layout 	 Your website is not much of a game, so maybe add a mystery and an extra div Add different types of images for food, and scenrey
User 2 Name: makyala	 Make the images bigger and the same size to take up space Make fonts bigger I like the colors 	 Add a little effect when the food and scenery images pop up I like the hovering effect Add a "now playing" for the music Add more images for the food and scenery
User 3 Name: todd	 Make the music text and music image bigger Find clearer images Add a cultural aspect 	 I like how when you hover over the text it moves Make the music more interactive I like the music
User 4 Name: Dorain	 Get higher-quality images Make the font bigger so it's easier to read I like the colors it matches the theme of the site 	 I like the hovering effect., and the and the colors that change Possibly add a trivia quick question to make it more exciting
User 5 Name: Daniel	 The layout is very well constructed Change the colors to perhaps gree-browns Make the font fit the theme 	 Get rid of the clickable function if it's already clicked on Make the images more interactive



What trends did you identify in your feedback?

- Changing the appearance of the font
- Making certain images take up more space
- Finding more high resolution images
- Making the site more interactive
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UI After Feedback (Screenshot / GIF)



What <u>changes</u> did you make to improve your UI?

- I changed the font, to match the astheic of the page
- I added a way to display a video for each destination