



UX Testing + UI Iteration



	User Interface: 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.)	User Experience: What elements of the user experience could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)
User 1 Name: <i>Brianna</i>	<ul style="list-style-type: none">• Hover effects on everything you can click••	<ul style="list-style-type: none">• Add a restart button• Add subtitle to the inventory•
User 2 Name: <i>Ronald</i>	<ul style="list-style-type: none">• Capitalize the types• Maybe make pokemon bigger•	<ul style="list-style-type: none">• Add a reset button••
User 3 Name: <i>Duncan</i>	<ul style="list-style-type: none">• Add visual effect when it catches pokemon• Change colors••	<ul style="list-style-type: none">• Reset button••
User 4 Name: <i>Linda</i>	<ul style="list-style-type: none">• Fill in blank space if you can••	<ul style="list-style-type: none">• Add audio when you catch pokemon••
User 5 Name: <i>Bela</i>	<ul style="list-style-type: none">• Make the pokemon bigger and the pokeball smaller<ul style="list-style-type: none">• Maybe have a text box that tells what dop do because i have I had no clue what to do	<ul style="list-style-type: none">• Add audio• Make hover effect• Maybe find a way you are able to dra and drop the poke ball to catch the pokemon•

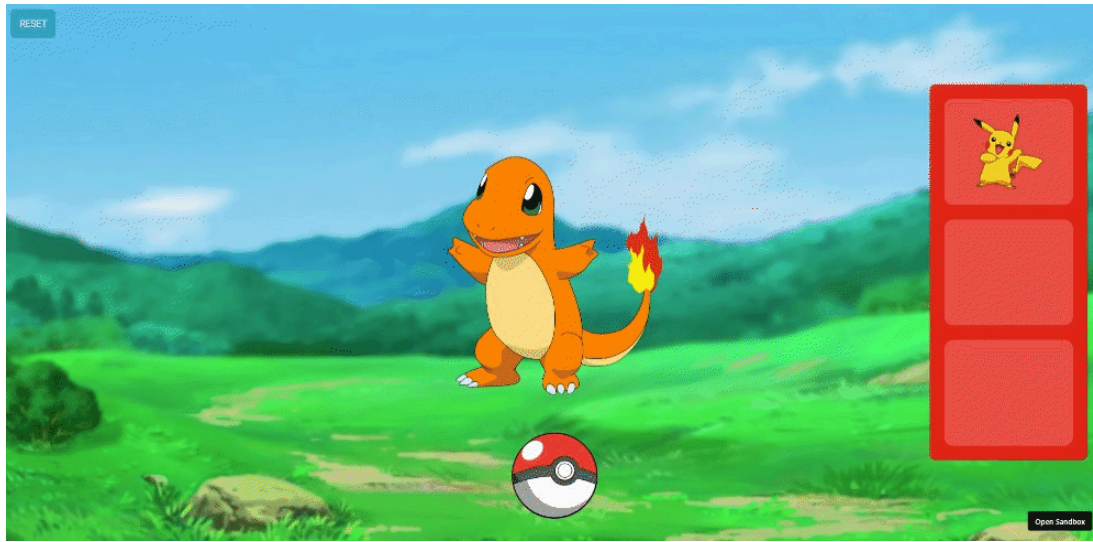
UI Before Feedback (Screenshot / GIF)



What trends did you identify in your feedback?

- Add effects on things that you can click
- Make pokeball smaller and pokemon bigger
- Change colors
- Add reset button

UI After Feedback (Screenshot / GIF)



What changes did you make to improve your UI?

- Add a reset button
- Changed colors
- Changed type to uppercase
- Hover effects on what you can click