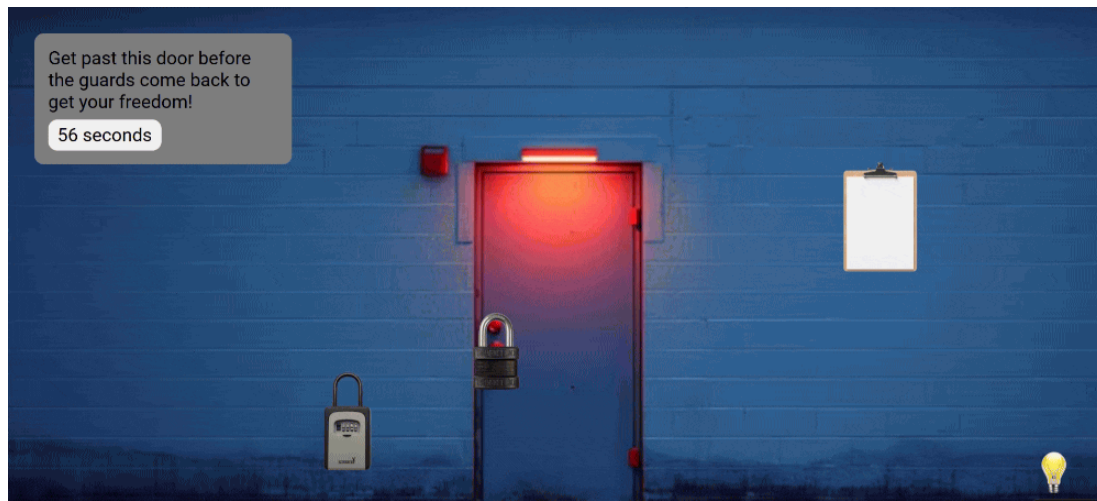


UX Testing + UI Iteration



	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: Ray	<ul style="list-style-type: none"> • Didn't get the alphabet hint until you clicked the hint • Tries dragging key into lock 	<ul style="list-style-type: none"> • Good difficulty • Multiple locks/ include more steps/ longer 	<ul style="list-style-type: none"> • sounds(key unlocking) • Play abc song for hint
User 2 Name: Julian	<ul style="list-style-type: none"> • Isn't sure what to do when looking at note • Clicks around to see what you have to do • Has to put password • Tries dragging key into lock 	<ul style="list-style-type: none"> • Puzzle is good difficulty • Make the key draggable onto lock 	<ul style="list-style-type: none"> • Maybe hover effects • Line up hint better • Add sounds
User 3 Name: David	<ul style="list-style-type: none"> • 26 is first thought (tries it) • Then tries the numbers 	<ul style="list-style-type: none"> • Pretty good difficult 	<ul style="list-style-type: none"> • Move the hint button
User 4 Name: Micah	<ul style="list-style-type: none"> • Tried putting the numbers shown + 26 • Didn't see the hint till the end 	<ul style="list-style-type: none"> • It's a good amount of difficulty • Confused on what you have to figure out 	<ul style="list-style-type: none"> • Looks pretty good • Add sounds
User 5 Name: Bella	<ul style="list-style-type: none"> • Need a key and involved password • Tried putting 26 	<ul style="list-style-type: none"> • Confused with question • Confusing but too short 	<ul style="list-style-type: none"> • Move lightbulb • Likes the layout

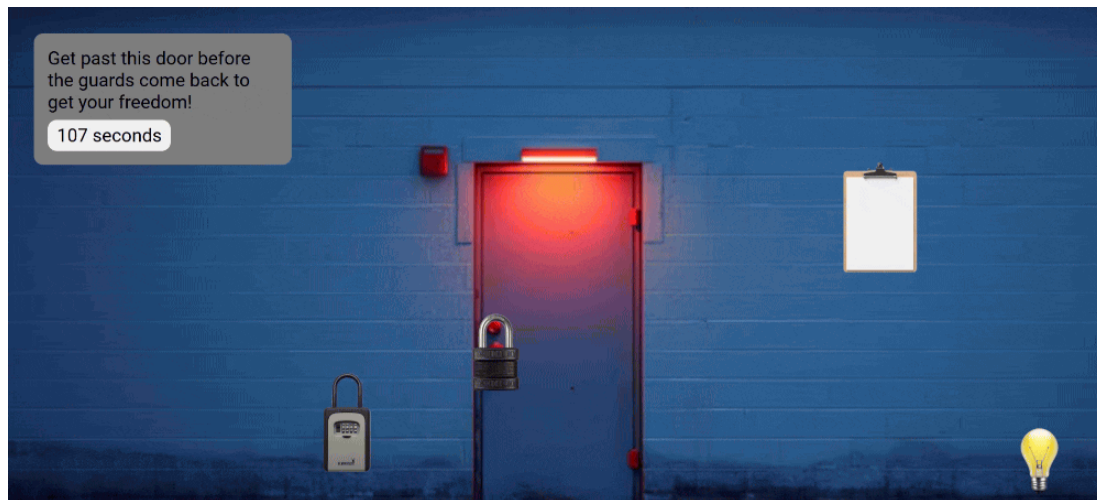
UI Before Feedback (GIF recorded with [Chrome Capture](#))



What trends did you identify in your feedback?

- Good amount of difficulty
- Didn't see the hint
- Add sounds
- Tried taking the question on the note literal instead of as a hint
- People like the layout and design

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



What changes did you make to improve your puzzle UI?

- Deleted the riddle(isnst shown in gif)
- Added shadow hover effect on clickable things
- Made hint button bigger
- Added key unlocking sound