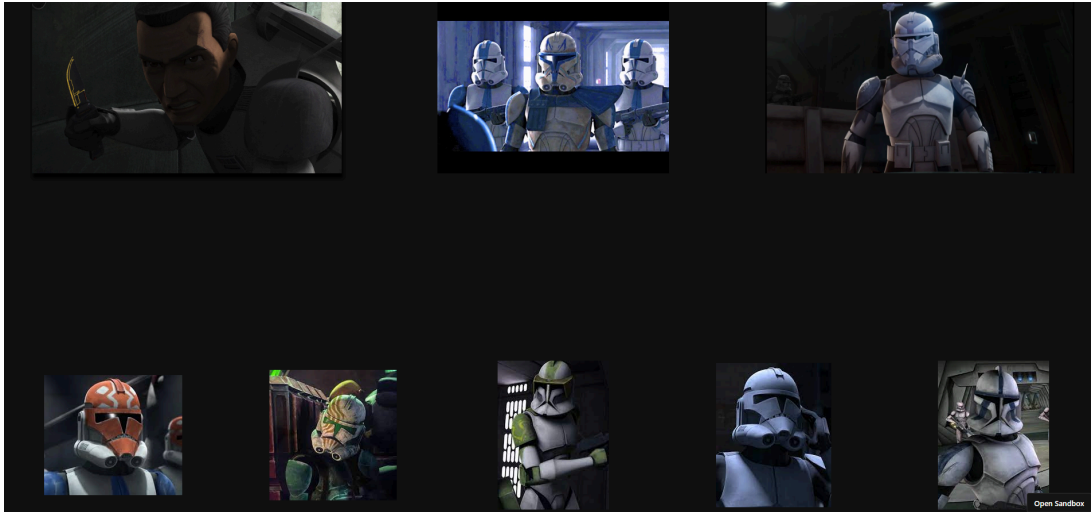# UX Testing + UI Iteration

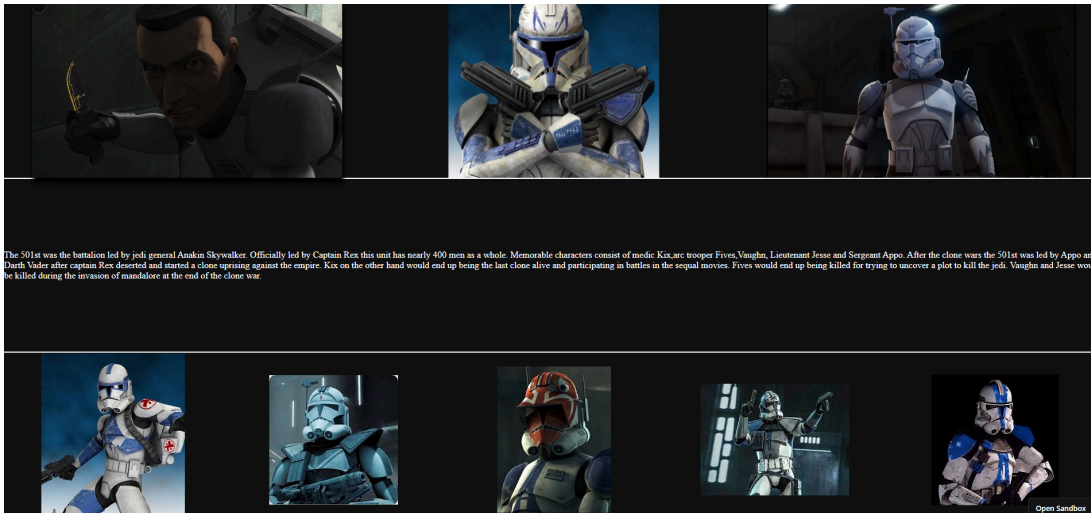|	**User Interface:** *How could the styling of elements be changed to make a more visually appealing, clear, and space efficient layout?* *(ex: sizes, colors, fonts, alignment, etc.)*	**User Experience:** *What elements of the user experience could be improved to make the puzzle more fun/satisfying?* *(ex: sounds, hover effects, etc.)*
User 1 Name: alberto *Name Here*	● It looks a little plain ● I like how the images react when you hover on them	● Get rid of some text ● Get rid of the space between the images ● it's good
User 2 Name: *sebastian*	● Make the bottom images have a animation ● Maybe have the top images change to another image when you click them ● Put a border around the text	● Add audio ● More animation
User 3 Name: *Nick*	● The characters could be described better ● Fill the space between teh bottom images ● I like the description	● Make the animations more similar ● Maybe add another character on the top ● Change the font for the text ● Make the text more centered
User 4 Name: *Todd*	● Fill up more space with bottom images ● Make the text bigger but not fill up to the borders	● Good animations ● Looks good ● Good emblem for the site
User 5 Name: *Mekhi*	● Make the bottom images bigger ● Make the text fit star wars	● Good animations ● Add effects to the bottom images ● Make what you have to do more obvious

UI Before Feedback (Screenshot / GIF)	*What <u>trends</u> did you identify in your feedback?*
	- Could be more responsive with the top images - Needs more direction for the viewer - Animations are a little plain - No border for text - Text can overflow off the sides

UI After Feedback (Screenshot / GIF)	*What <u>changes</u> did you make to improve your UI?*
	- Added a border - Changed animations - Fixed when text overflows - Made the top images also change when clicked - Made it so you can switch seamlessly between clone commander/ Battalion - Added sound