

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: Eddie	<ul style="list-style-type: none"> • The hint helped at first • The numbers correlated with the book • 	<ul style="list-style-type: none"> • The puzzle was a good amount • Finding the clicks is the hardest part • Good how it is 	<ul style="list-style-type: none"> • Make the items interactive • Add a hover to the items so ppl can tell what to click • Add a ending show it shows the hallway
User 2 Name: Lucy	<ul style="list-style-type: none"> • The book was confusing make the code more visible • Change the hint to fit in with the theme • 	<ul style="list-style-type: none"> • The puzzle was the right difficulty • Not too hard finding the book was the hardest • 	<ul style="list-style-type: none"> • The clicks are a nice touch • Maybe add music • give the items hover effects
User 3 Name: Julian	<ul style="list-style-type: none"> • The clicks r nice • The light is a nice feature • 	<ul style="list-style-type: none"> • At first, the puzzle was hard • He thought the book had a clue • The hint was a little helpful 	<ul style="list-style-type: none"> • A hover for the items to • Add a cursor • Add a ending show it shows the hallway
User 4 Name: bella	<ul style="list-style-type: none"> • The light turned off really nice • The sound was confusing but the hint helped • You can tell what you need to click on 	<ul style="list-style-type: none"> • The puzzle was not too hard but if someone clicked on the hint they would put in the wrong number • • 	<ul style="list-style-type: none"> • Get more clearer images • Add hover effects •
User 5 Name: emily	<ul style="list-style-type: none"> • The layout is nice • The light effect was nice • The color was interesting 	<ul style="list-style-type: none"> • It was hard but not too hard • Don't change the difficulty • 	<ul style="list-style-type: none"> • Add an image of a hallway for the next level • Add effects to the items • When the lights r off make it so that the numbers show which ones r right

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



What trends did you identify in your feedback?

- They wanted more interactive stuff like making so that they can see the objects hover
- They wanted a ending like a preview of the next lvl
- Ill make the numbers show better so people can
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UI After Feedback (GIF recorded with [Chrome Capture](#))

What changes did you make to improve your puzzle UI?

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