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: Noah Zombrano	● The cursor for the flashlight is good addition ● The bugs add some reason to be fast in the puzzle instead of taking time	● Puzzle is a little simple maybe the way to get batteries should be harder ● The notes are a good way to have hints ● Slots game and bugs mix well together	● Move the floating battery or make an explanation for why its there ● Add sounds and flashlight effects ● Add a battery counter to know how many you have
User 2 Name: David Diaz	● The puzzle is nice to match the (+) and (-) batteries together ● The bugs are pretty cool and the notes explain it well	● Puzzle is near right difficulty with the bugs being added ● Getting batteries is too easy ● Make it more obvious when bugs are close to the battery slots	● Adds sounds when you click on bugs like a squash sound ● Room needs background music ● The modal should not be fully black for certain parts
User 3 Name: Jordan	● The puzzle itself is a fun idea that could be executed a little better ● Note is a good idea for hints and explaining the puzzle ● I like the batteries explanation of why they're on the floor	● Batteries can be a little brighter or highlighted when hovered over ● Bugs are too easy to get rid of when you see them ● Bugs just stay there and don't do anything either	● Needs music and sound effects ● The modal can be a little more clear on what it is exactly ● More hover and highlighting effects
User 4 Name: Dorian	● Puzzle is like the wire minigame but batteries (wtv) ● The bugs are cool although doesnt like the batteries falling out when you kill them ● Flicker effect makes it harder to stay focused on the game	● Puzzle is very hard to see sometimes ● The dark room and the batteries slot are hard to see ●	● ● ●

User 5 Name: Tyler			

UI Before Feedback (GIF recorded with Chrome Capture) | *What <u>trends</u> did you identify in your feedback?*

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UI After Feedback (GIF recorded with Chrome Capture) | *What <u>changes</u> did you make to improve your puzzle UI?*

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