



UX Testing + UI Iteration



Each Member of Your Team Will Have the **SAME 5 Users** (one member from each of the other teams and one non-CS Pathway student) ↗

| PUZZLE (Observation Only): As they solve your escape room where are they clicking when they shouldn't? Where are they getting stuck? What seems too hard or too easy? What types of hints were effective/ineffective? | | |
|---|--|--|
| NARRATIVE (Ask Out Loud): How would you describe the story and what is currently happening/happened in this room? What elements of the design (appearance, sound, etc.) could be unified to make this room feel more connected to the other rooms? | | |
| User 1 Name: Austin N | <ul style="list-style-type: none">Finding batteries pretty easilyDidn't see extra notes in modalSaw the X to exit modal easilyThought the flashlight was a cool idea | <ul style="list-style-type: none">He knew what to do with batteries even though i didn't have an option to do anything with it yetHe saw he could exit as soon as he completed what he could. |
| User 2 Name: Kai Y | <ul style="list-style-type: none">Cant do anything with batteries yetDidn't know where to click firstAlso didnt know there where more notes | <ul style="list-style-type: none">He was confused on why this room was dark unlike othersHe also didn't know why so many batteries were grabbed when only 1 was picked up |
| User 3 Name: Djamal B | <ul style="list-style-type: none">Larger flashlightClicked when flashlight went out so cursor was gone (HAVE TO FIX BUT DONT KNOW HOW)Wanted Batteries to be there before notes is clicked | <ul style="list-style-type: none">Didn't know it was open world confused about where to goMinimap needs to be a little easier to navigate• |
| User 4 Name: Zaydan A | <ul style="list-style-type: none">Takes a long time for notes to changeCouldn't find batteries when exited room and came backWent through it pretty smoothly though | <ul style="list-style-type: none">Make it a little easier to know where you're going•• |
| User 5 Name: Sebastian C | <ul style="list-style-type: none">••• | <ul style="list-style-type: none">••• |

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

What trends did you identify in your feedback?

- Puzzle isn't actually finished yet
- Larger flashlight cant see much
- Weird cursor glitch

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

What changes did you make to improve your puzzle UI?

- Notes are easy to scan through with addition of arrows
- More sfx and music added for eerieness
- Flashlight expanded for larger reach
- Fixed glitch stopped flickering in general