



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 easily• Didn't see extra notes in modal• Saw the X to exit modal easily• Thought 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 yet• He 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 yet• Didn't know where to click first• Also didnt know there where more notes	<ul style="list-style-type: none">• He was confused on why this room was dark unlike others• He 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 flashlight• Clicked 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 go• Minimap 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 change• Couldn't find batteries when exited room and came back• Went 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