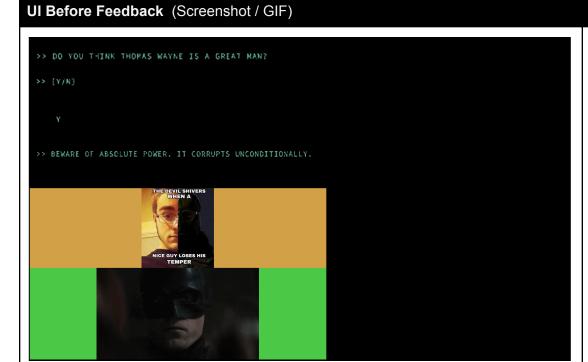


UX Testing + UI Iteration



	<u>User Interface</u> : 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.)	<u>User Experience</u> : What elements of the user experience could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)
User 1 Name: Francisco	Change text sizeIdk	 Add clickable images Add something from the movie
User 2 Name: Lincoln F.	 Make clickable images either bigger or smaller Make the colors look like how you want it to be 	 Could you add pictures about the batman? Needs more interaction Maybe add sound effects
User 3 Name: Favio	Perhaps design based on your visionary	 Add a video or audio Clickable Text Boxes
User 4 Name: Julian	 Looks good, maybe stay consistent in colors Make text bigger 	 Add interaction Add media for interactivity
User 5 Name: Jordan Perdomo (JP)	 The pictures should fit in the box It should be able to click to work (he's referring to the pictures) 	 Basically, add more pictures Add interactivity in summary



What trends did you identify in your feedback?

- Text Images were big
- No Interaction
- Got some laughs, but no working clicks whatsoever
- Hadn't finished placing the correct images
- Title Tag wasn't updated

UI After Feedback (Screenshot / GIF)

What changes did you make to improve your UI?



- Resized Text (Images)
- Added Video
- Added Interaction by Click
- Removed Filler Images
- Updated Title Tag