



# UX Testing + UI Iteration

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?			
User 1 Name: Lucy	<ul style="list-style-type: none"><li>Can't tell to click thought bubbles</li><li>Make more instructions on how to solve pigpen cipher</li><li>Why doesn't anything happen when you get the puzzle right?</li></ul>	<ul style="list-style-type: none"><li>The puzzle would be easy if the cipher wasn't split up</li><li>Good because they have to work for it</li><li>Add something that shows the completion or was solved</li></ul>	<ul style="list-style-type: none"><li>Add sounds (have to figure out with group)</li><li>Make buttons more visible that you can click them</li><li>Finish ending and add it</li></ul>
User 2 Name: Mira	<ul style="list-style-type: none"><li>No hover effect</li><li>Instructions not correct, should be edited to fit new puzzel</li><li>No ending scene</li></ul>	<ul style="list-style-type: none"><li>Could add hover effect or maybe just a button click</li><li>Change instructions to match the actual puzzle and add hint</li><li>Create ending scene, add note</li></ul>	<ul style="list-style-type: none"><li>Need's background music</li><li>Add sound effects when clicked</li><li>Hover effects/button effects</li></ul>
User 3 Name: Bela	<ul style="list-style-type: none"><li>Hover click on intro in nice</li><li>Are the instructions wrong? They don't match what the puzzle is</li><li>No hover over the thought bubbles, add</li></ul>	<ul style="list-style-type: none"><li>Puzzle was medium</li><li>Could add a hint for those who might not get it</li><li>Create the ending to link to others</li></ul>	<ul style="list-style-type: none"><li>Add ending animations</li><li>Sound effects (match the group)</li><li>Additionally background music from this part of the game</li></ul>
User 4 Name: Kai	<ul style="list-style-type: none"><li>Don't know who to get to the next room (didn't hover over the button)</li><li>Add hover to EVERYTHING (wow)</li><li>Make text fit better and edit what it says</li></ul>	<ul style="list-style-type: none"><li>The puzzle is a little easy</li><li>Having to keep opening the clues extends the time making it a bit harder</li><li>Make the things not clickable when you solve it</li></ul>	<ul style="list-style-type: none"><li>"You suck and your game sucks"</li><li>Add more audio such as background music and sound effects</li><li>Finish the entire room</li></ul>
User 5 Name: David	<ul style="list-style-type: none"><li>No way to tell where to click beside the pointer</li><li>The intro text doesn't seem to match the puzzle?</li><li>Instructions aren't that clear</li></ul>	<ul style="list-style-type: none"><li>Would be easier if the clues are all together</li><li>Tedious, which makes it better</li><li>Needs an ending if you haven't made one yet</li></ul>	<ul style="list-style-type: none"><li>Needs audio(background and sound effects)</li><li>"Skibidi rizz" (positive?)</li><li>Add some sort of ending to show you finished the puzzle</li></ul>

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



## What *trends* did you identify in your feedback?

- Adding something to CSS to make the button/Clickable objects to make the user know it is clickable
- Edit the instructions to make them relate to the puzzle more
- Edit overall text to fit the style and bubble more
- Add an ending and something to show that you completed the puzzle
- Adding audio effects and background music (specific to Stardew Valley and Luau area)

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

## What *changes* did you make to improve your puzzle UI?



- Adding a function to CSS make teh buttons visibly clickable
- Edit the instructions to make them relate to the puzzle more
- Edit overall text to fit the style and bubble more
- Add an ending and something to show that you completed the puzzle