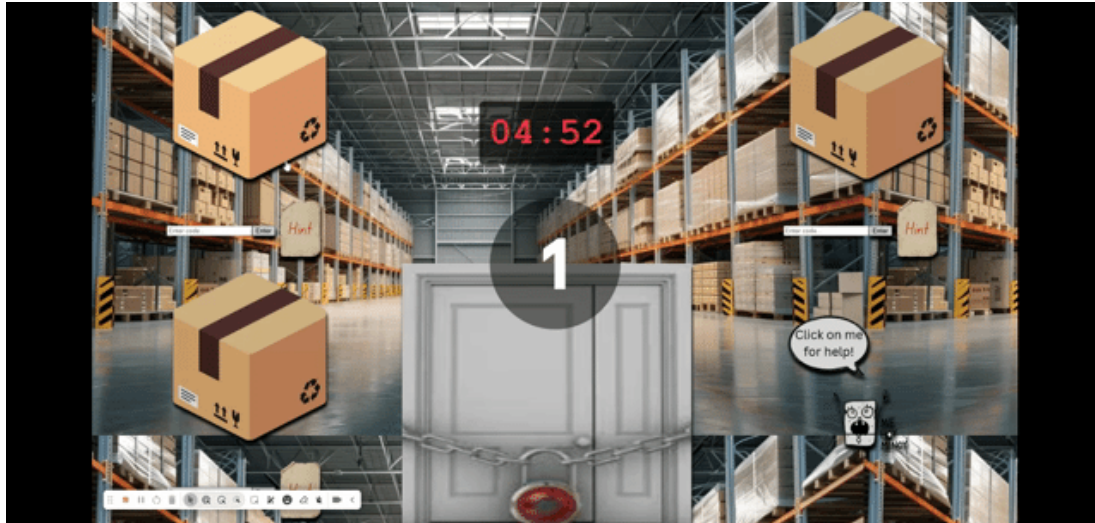


UX Testing + UI Iteration



Each Member of Your Team Will Have the SAME 5 Users (one member from each of the other teams) 📌	PUZZLE (Observation Only): <i>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?</i>	NARRATIVE (Ask Out Loud): <i>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?</i>
User 1 Name: Oscar (Senior)	<ul style="list-style-type: none"> • Didn't really use the hints at all • Understood morse code but wasted a lot of time having to replay again and again • Attempted to click on the arrow for last puzzle 	N/A
User 2 Name: Izzy (Senior)	<ul style="list-style-type: none"> • Finished puzzle just on time • Attempted to click on the arrow for last puzzle • Understood the pigpen puzzle and maze well 	N/A
User 3 Name: Andres (Senior)	<ul style="list-style-type: none"> • Morse code was good for him • The pigpen puzzle didn't click right away but when it did it felt good for this user to understand and solve • Finished with some time left because the answers had already popped up when typed from previous users 	N/A
User 4 Name: Ninan (Junior)	<ul style="list-style-type: none"> • Tried the 2nd and 3rd puzzle first • Attempted to click on the arrow for last puzzle • Didn't understand pigpen puzzle until I said the first letter and showed how it worked 	N/A
User 5 Name: Joey (Senior)	<ul style="list-style-type: none"> • Didn't understand morse code but once he understood the knocking noise in between letters he finished it • Hints were pretty useful for this user • Attempted to click on the arrow for last puzzle 	N/A

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



What trends did you identify in your feedback?

- Attempted to click on the arrow for last puzzle
- Morse code was decent for the general amount of people who tried to give it a go. Some had no clue what to do while others took time and understood well
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UI After Feedback (GIF recorded with [Chrome Capture](#))

What changes did you make to improve your puzzle UI?

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