



# UX Testing + UI Iteration

		<b>User Interface:</b> 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.)	<b>User Experience:</b> What elements of the user experience could be improved to make the page more intuitive and more fun/satisfying?  (ex: sounds, hover effects, press effects, etc.)
<b>User 1 Name:</b> Windgrove Daniels	<ul style="list-style-type: none"><li>more color(symbols for typing)</li><li>More visual effects</li><li>Show. What Pokémon are they for clarity(names)</li></ul>	<ul style="list-style-type: none"><li>Maybe another site</li><li>Anime sounds, maybe instead of game sounds, clean instead of screams</li><li></li></ul>	
<b>User 2 Name:</b> Allan Arriaga	<ul style="list-style-type: none"><li>Indication to click for Pokémon and banner</li><li>Unique backgrounds for each Pokémon</li><li></li></ul>	<ul style="list-style-type: none"><li>pokemon description</li><li>More colors</li><li></li></ul>	
<b>User 3 Name:</b> Julian Villery	<ul style="list-style-type: none"><li>maybe put stats next to the banner and stuff</li><li></li><li></li></ul>	<ul style="list-style-type: none"><li>mute button if the screams get annoying</li><li>Themed backgrounds(gradient maybe)</li><li></li></ul>	
<b>User 4 Name:</b> Nathan acosta	<ul style="list-style-type: none"><li>evolution gifs</li><li>More colors, info maybe</li><li></li></ul>	<ul style="list-style-type: none"><li>more hover effects</li><li></li><li></li></ul>	
<b>User 5 Name:</b> Justin	<ul style="list-style-type: none"><li>video is small</li><li>Infos</li><li></li></ul>	<ul style="list-style-type: none"><li>shadows</li><li>Fix delay</li><li>Indicate change</li></ul>	

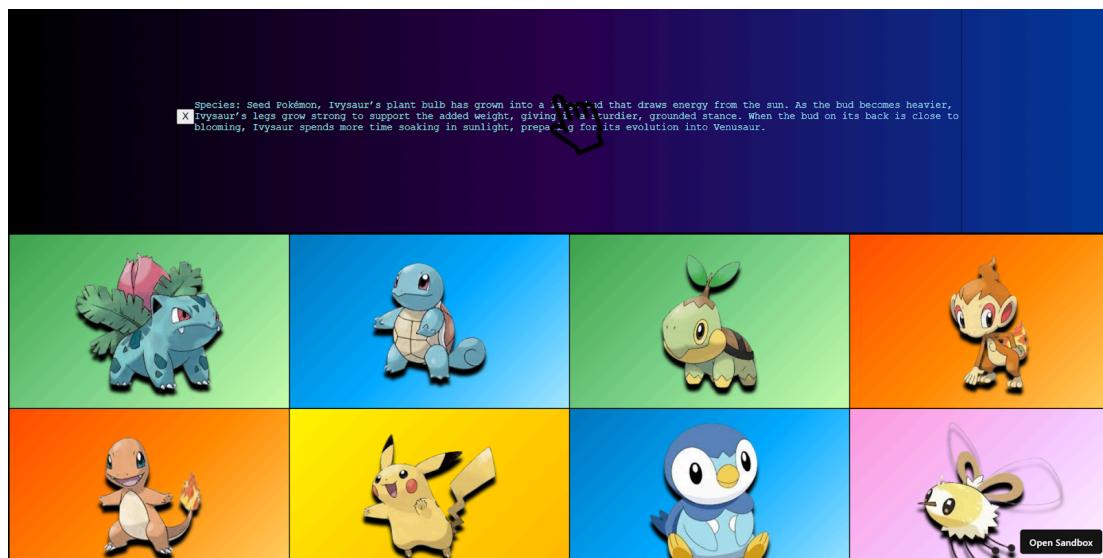
## UI Before Feedback (Screenshot / GIF)



*What trends did you identify in your feedback?*

- More colors
- info
- shadows
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## UI After Feedback (Screenshot / GIF)



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

- Info for every Pokémon, unique backgrounds, and hover effects for everything surrounding the Pokémon
- shadows
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