



UX Testing + UI Iteration



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

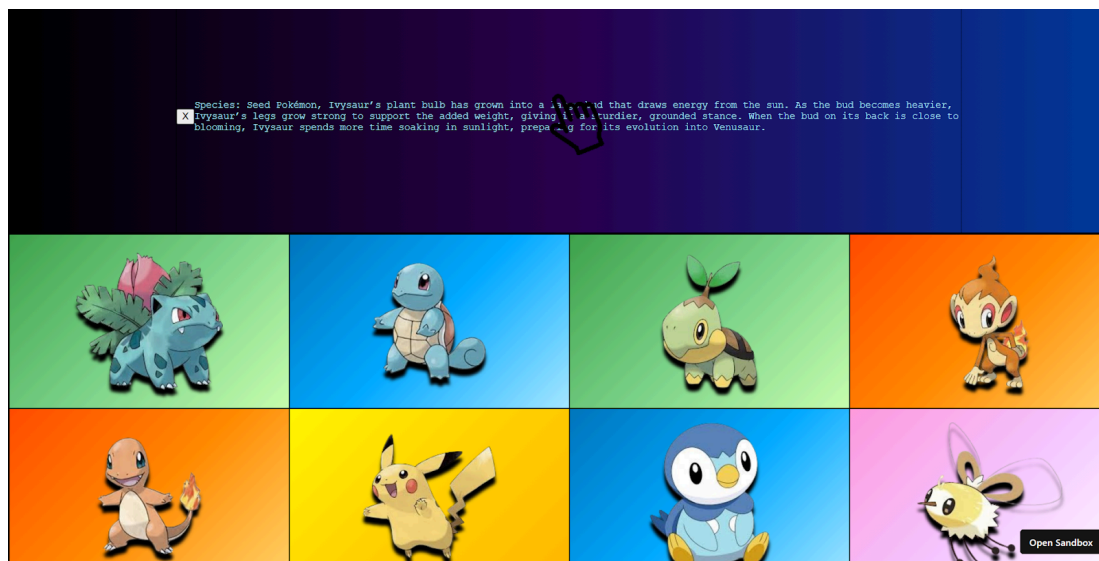
UI Before Feedback (Screenshot / GIF)



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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