

UX Testing + UI Iteration



Each Member of Your Team Will Have the SAME 5 Users (one member from each of the other teams and one non-CS Pathway student) 👉

PUZZLE (Observation Only): 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?

NARRATIVE (Ask Out Loud): 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?

User 1 Name:
Austin

- Clicked the notes first
- Clicking around for everything
- Figuring out the code
- Clicking everything
- Trying to figure out the order
- Opening the chest
- Clicked the light and broke the key
- unlocked the door and on to the next

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User 2 Name:
Olivia

- Clicking around for notes
- figuring out the order of code
- looking at the shapes
- writing down the noted information
- Remembering the shapes
- Putting in the order of shapes to open the chest
- Opened the chest and found the riddle
- Broke the light bulb grabbed the key and got out through the lock.

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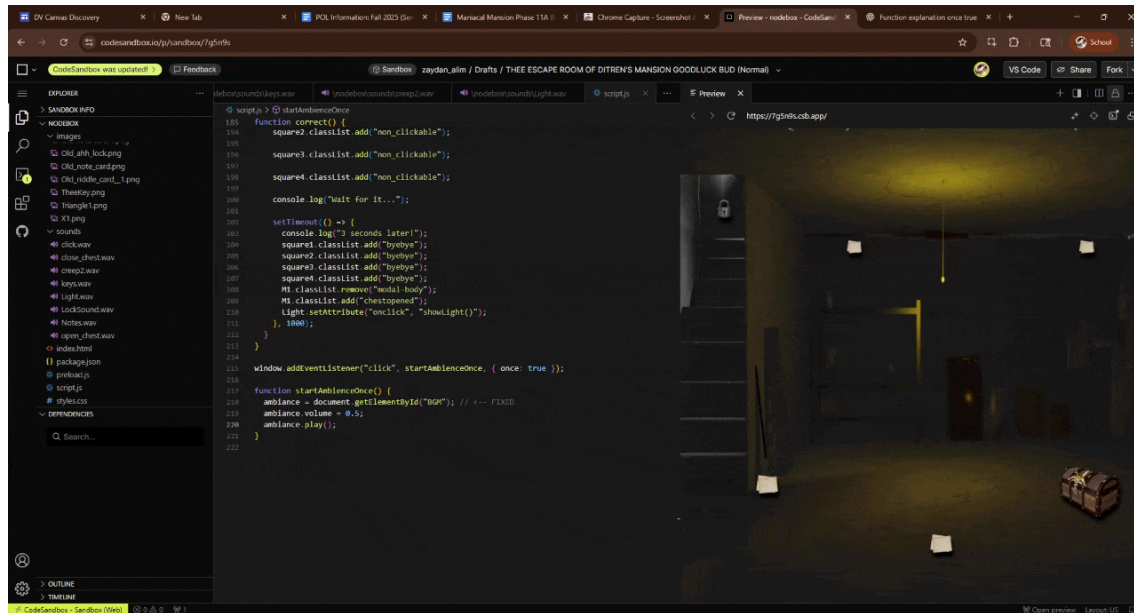
User 3 Name: Tiana

- Clicking around
- finding information
- figuring out the code
- Found the riddle
- trying to find the key
- found the key
- opened the lock
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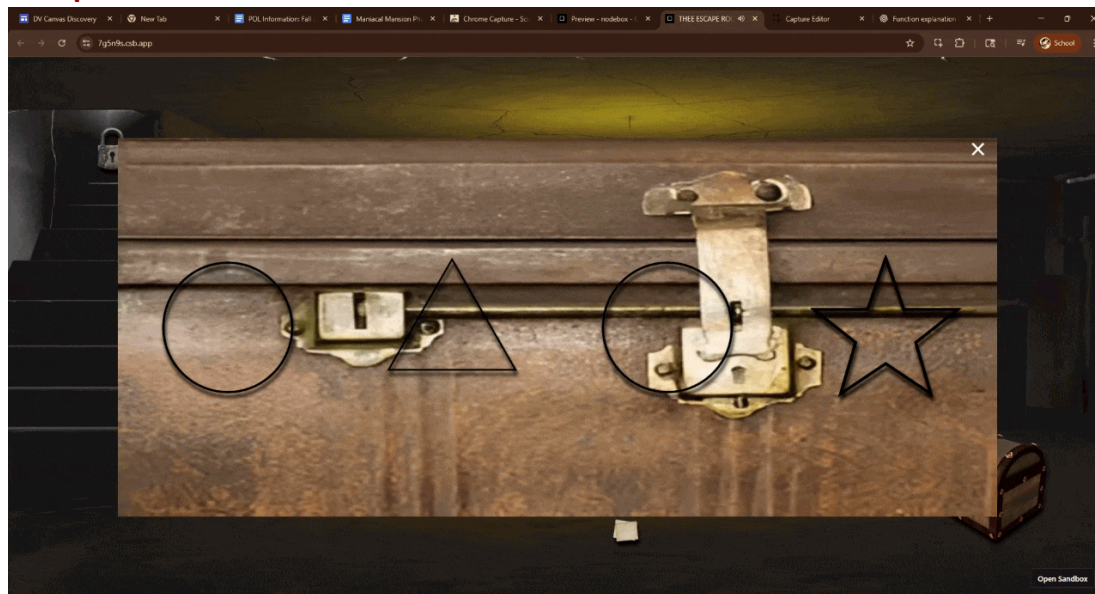
- When clicking the back of the modal, it closes
- Add timer
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User 4 Name: Shelby (Non-CS)	<ul style="list-style-type: none"> • Clicking around on. notes • Finding the shapes • Figuring out the code • Put in the correct code first try • Found the riddle • Clicked on the light instantly and thought not to break it • broke it got the key • unlocked the lock • and clicked the green arrow 	<ul style="list-style-type: none"> • • •
User 5 Name: Daramola	<ul style="list-style-type: none"> • Clicking the notes • gathering information • writing it down on the whiteboard • Seeing the shapes on the notes • Figuring out the code to the chest really well • clicked the light ball • and unlocked the lock and left. 	<ul style="list-style-type: none"> • • •
User 6 Name: Kai	<ul style="list-style-type: none"> • Finding the notes • Clicking the notes • finding the shapes • putting in the correct code to the chest of the puzzle • found the riddle • broke the light • got the keys • unlocked the lock • and got to the Kitchen 	<ul style="list-style-type: none"> •

Escape Room Part 1



Escape Room Part 2

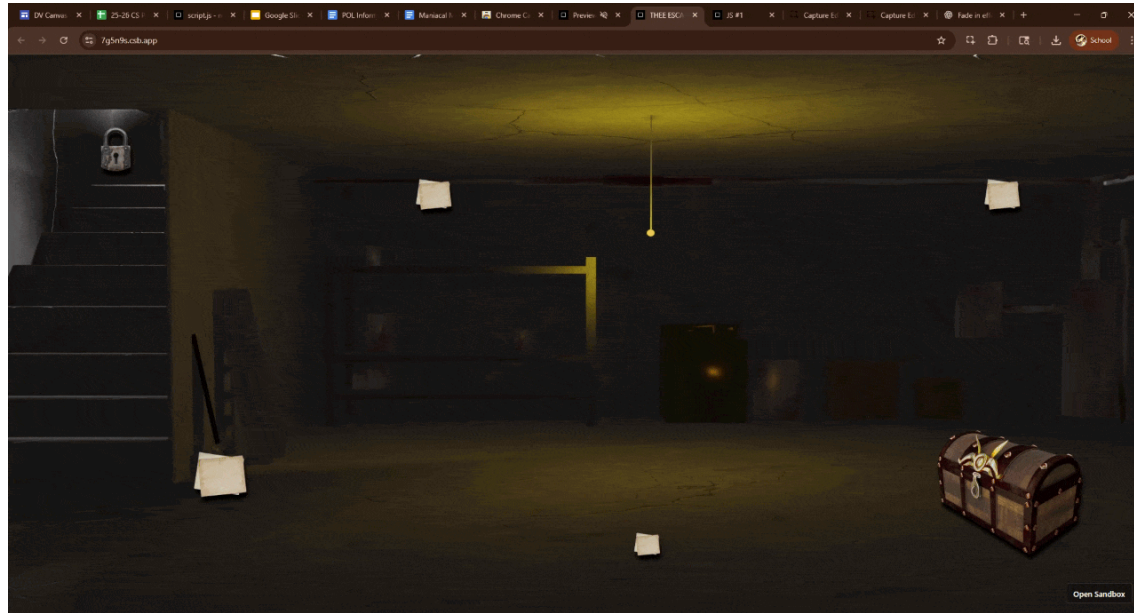


- When clicking on the background while a modal is open, it closes without having to click the X

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What changes did you make to improve your puzzle UI?

No X needed ahh notes



- Able to click outside the notes and not have to click an X to close each note.

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