



# UX Testing + UI Iteration



	<b>LOGIC:</b> Click around the page and try to solve the puzzle. Explain the puzzle you are solving and talk out loud when you are stuck.	<b>INTUITIVENESS:</b> Was the puzzle too easy or too hard? How could the puzzle difficulty be adjusted to make it more intuitive and enjoyable?	<b>JOY:</b> What elements of the UX could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)
<b>User 1 Name: Yuly</b>	<ul style="list-style-type: none"><li>Look at the notes to find information to either open the chest or lock it</li><li>Once click on the chest, you see the shapes on the Notes and use the information from the Notes</li><li>To open the chest</li><li>Thus, opening the chest, you get a hint</li><li>Which led to the light, and once you clicked the light, you could break</li><li>Getting a key and unlocking the lock.</li></ul>	<ul style="list-style-type: none"><li>At first, it's hard, but once you understand it, it becomes really easy.</li></ul>	<ul style="list-style-type: none"><li>Delete the Notes or add more stuff</li><li>Change the amount of time till the hint pops up</li><li>Movable key after breaking the light.</li><li>Get rid of the pointer.</li></ul>
<b>click on 2 Name: Jared</b>	<ul style="list-style-type: none"><li>Click on the notes and find information</li><li>Then click on a treasure chest</li><li>Then use the hint to find the key</li><li>And unlock the lock on the basement door.</li></ul>	<ul style="list-style-type: none"><li>Pretty straightforward</li><li>Pretty simple</li><li>Add sounds</li></ul>	<ul style="list-style-type: none"><li>Make the pointer a key</li><li>Make the middle note something</li><li>Make the close button closer</li></ul>
<b>User 3 Name: Cleto</b>	<ul style="list-style-type: none"><li>Click on the notes, then get hints to open the chest, which will allow you to get a hint on how to break the light bulb.</li><li></li><li></li></ul>	<ul style="list-style-type: none"><li>Pretty good and straightforward</li><li>Not too hard or too easy</li></ul>	<ul style="list-style-type: none"><li>When you close out of Hint, make the image highlight and clickable</li></ul>
<b>User 4 Name: Djamal</b>	<ul style="list-style-type: none"><li>Can tell what's clickable and not clickable</li><li>Shapes instead of numbers then the notes make more sense.</li><li>Lightbulb after finding the hint</li></ul>	<ul style="list-style-type: none"><li>Right in the middle</li><li>Yuly Font</li><li>Good difficulty</li></ul>	<ul style="list-style-type: none"><li>Add sound effects</li><li>When clicking add sfx</li><li>Like the radius on the light</li></ul>

	<ul style="list-style-type: none"><li>Then you unlock the lock</li></ul>		
User 5 Name: Gianna Pizza	<ul style="list-style-type: none"><li>Find information from the notes</li><li>UNLOCK THE CHEST, GET HIN,T BREAK THE LIGHT</li><li>Unlock lock</li></ul>	<ul style="list-style-type: none"><li>Medium</li><li>add sfx</li><li>Simple</li></ul>	<ul style="list-style-type: none"><li>move x mark closer</li><li>Add final note</li><li>Make more understable</li></ul>

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

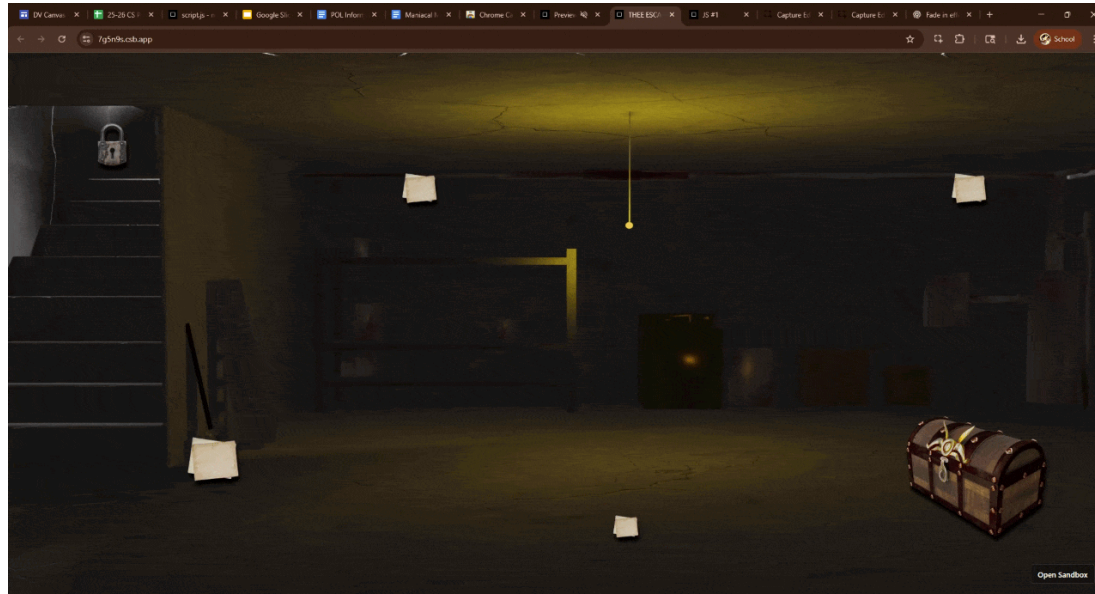


What trends did you identify in your feedback?

- Get rid of the pointer image when hovering over the lock image
- Add final note
- Add sound effects
- Make the pointer a key
- Make the close button closer

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

What changes did you make to improve your puzzle UI?



- Got rid of the close button instead.
- Made the pointer a key
- Added ambience and sfx
- Instead, got rid of the final note.