



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	<ul style="list-style-type: none">Clicked the notes firstClicking around for everythingFiguring out the codeClicking everythingTrying to figure out the orderOpening the chestClicked the light and broke the keyunlocked the door and on to the next	<ul style="list-style-type: none">••
User 2 Name: Olivia	<ul style="list-style-type: none">Clicking around for notesfiguring out the order of codelooking at the shapeswriting down the noted informationRemebering the shapesPutting in the order of shapes to open the chestOpened the chest and found the riddleBroke the light bulb grabbed the key and got out through the lock.	<ul style="list-style-type: none">•••
User 3 Name: Tiana	<ul style="list-style-type: none">Clicking aroundfinding informationfiguring out the codeFound the riddletrying to find the keyfound the keyopened the lock•	<ul style="list-style-type: none">When clicking the back of the modal, it closesAdd timer•

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"> ●

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

What *trends* did you identify in your feedback?

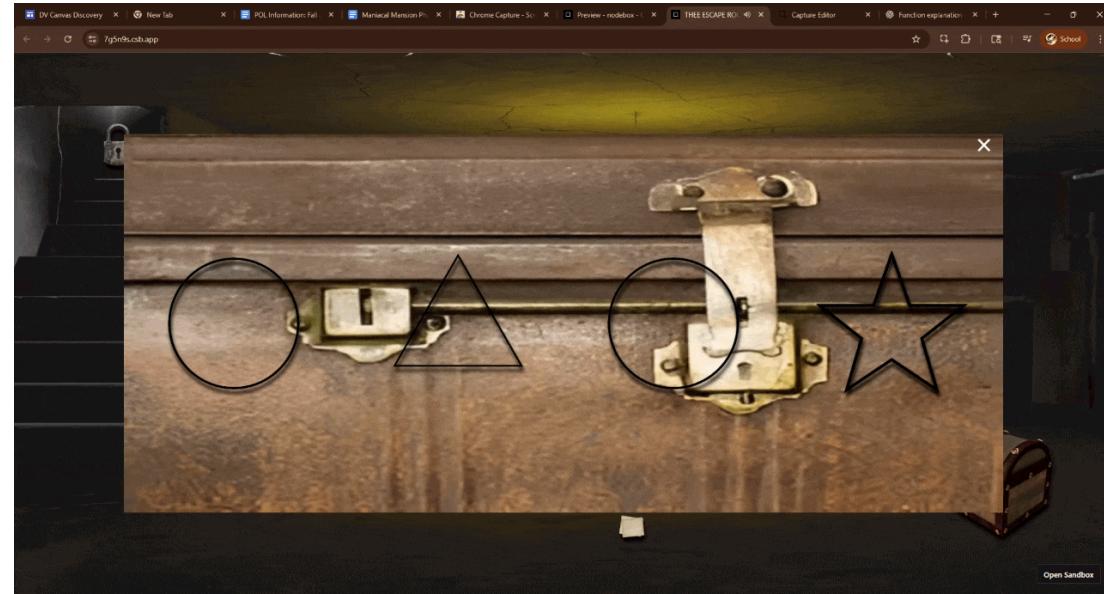
Escape Room Part 1



A screenshot of a browser window displaying a game interface. On the left, there's a sidebar with file navigation and a code editor showing a script.js file with several lines of code related to sound and class lists. The main area shows a dark room with a treasure chest and a lock. A modal window is open in the center, containing some text and a small icon.

```
185 function correct() {
186     square2.classList.add("non_clickable");
187     square2.classList.add("non_clickable");
188     square4.classList.add("non_clickable");
189     square5.classList.add("non_clickable");
190     square6.classList.add("non_clickable");
191     console.log("Wait for it...");
192     setTimeout(() => {
193         console.log("3 seconds later");
194         square1.classList.add("byebye");
195         square2.classList.add("byebye");
196         square3.classList.add("byebye");
197         square4.classList.add("byebye");
198         square5.classList.add("byebye");
199         square6.classList.remove("modal_body");
200         light.setAttribute("onclick", "showLight()");
201     }, 1000);
202 }
203
204 window.addEventListener("click", startAmbienceOnce, { once: true });
205
206 function startAmbienceOnce() {
207     ambience = document.getElementById("BGM"); // <-- FIXED
208     ambience.volume = 0.5;
209     ambience.play();
210 }
211
212 }
```

Escape Room Part 2



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

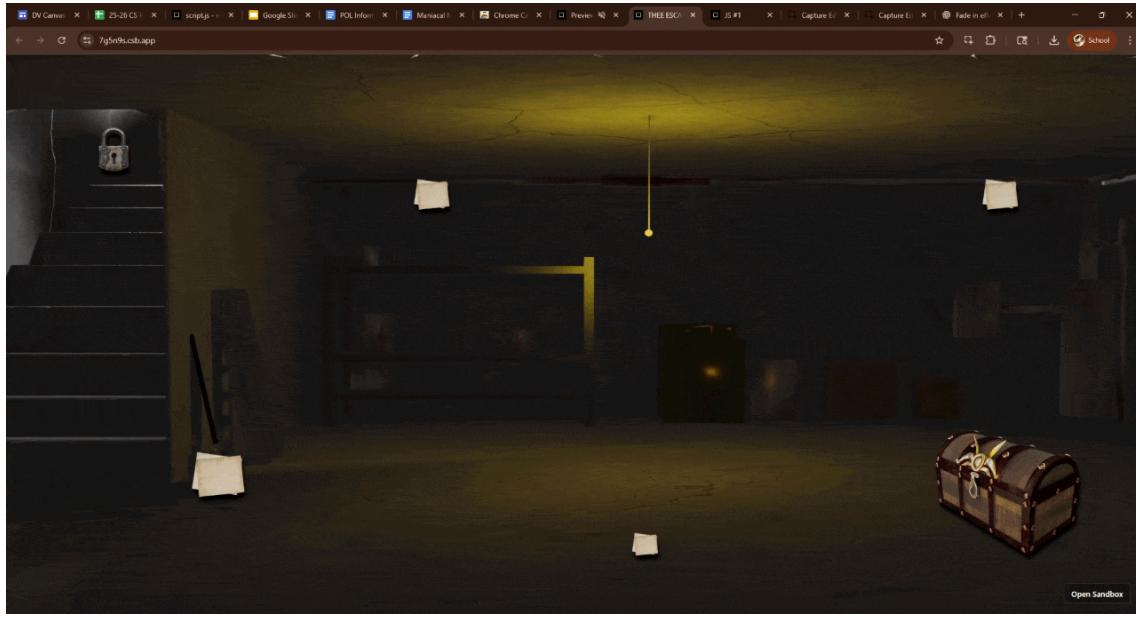
- When clicking on the background while a modal is open, it closes without having to click the X

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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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