Potential Fixes

## Identify potential fixes with the lowest level of technical effort.

### Instructions

Once you’ve conducted the usability test and [rated the issues](https://docs.google.com/spreadsheets/d/1s0jRJJAK29-g5YmYNU8JVpmUkKyEBmYszHvIlnkIYzM/edit?usp=sharing), sort them into three tiers. Each represents the combination of severity and frequency. Also take into account how core the related task is to your application (for example, confusion over changing a profile picture may be less core than obstacles to entering payment information). Rename the tiers if it will be more fun for you.

## Tier 1

## High-impact problems that often prevent a user from completing a task. If you don’t resolve these you have a high risk to the success of your product.

## Tier 2

Either moderate problems with low frequency or low problems with moderate frequency.

## Tier 3

Low-impact problems that affect a small number of users. There is a low risk to not resolving these.