Error level:
- **Hight**
- **Medium**
- **Low**
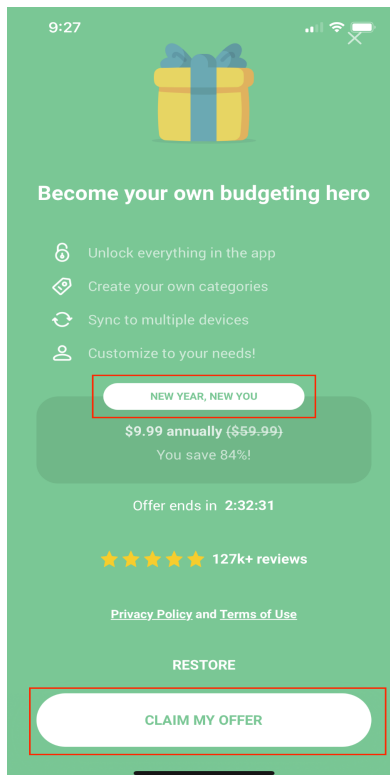
In the exploratory tests I was able to notice the following errors that occur in the interaction with the user.

1.- Confusing text with buttons?

- Error level: **Hight**

When starting the app, after the small intro, I can notice that my first interaction tab is this promotion where, in the first instance, I can notice a "Claim my Offer" button and a text that simulates being a button where it includes the text from, "New Year, New You"
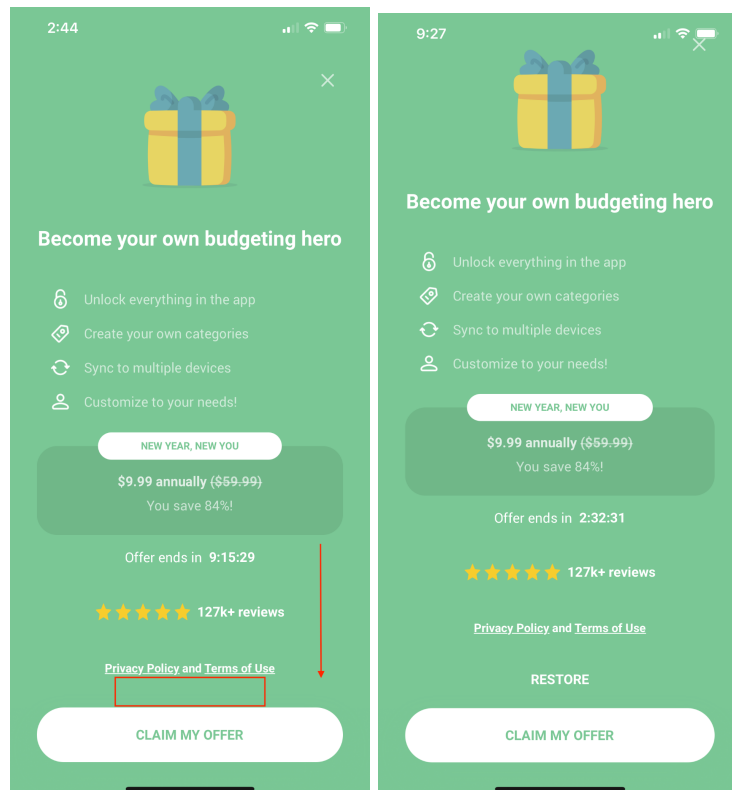
Evidence:

Expected:
1. If the text is just text and it is intended to be highlighted, use another way that does not simulate or appear to be a button
2. If the text is a button, the button does not work as expected.

2.- Error in Margins / text button?

- Error level: **Hight**

As a user with a promotion applied (Purchase made/subscription), I find it difficult to know that in the same window there is a button that allows me to restore my purchase, for this I need to scroll down and look for the option.
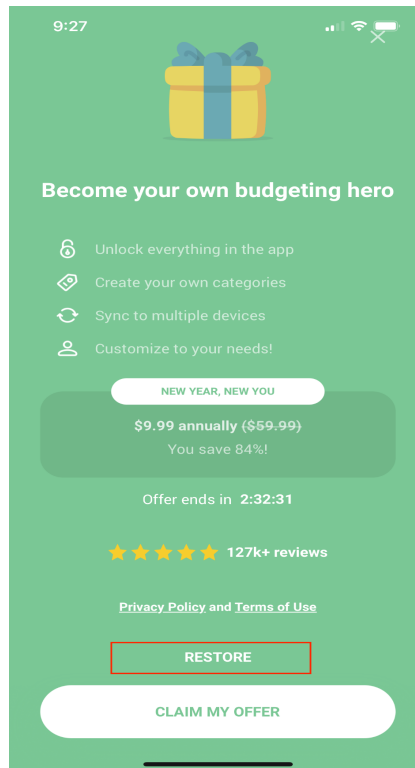
Evidence:

Expected:
The restore button must be visible to the user and not hidden behind another button.

3.- Text button?

● Error level: **Medium**

The text "Restore" is just text with no button shape.
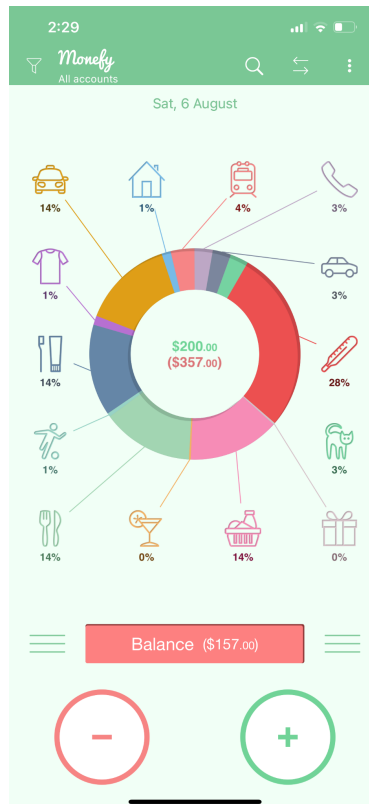
Evidence:

Expected:
The text should be in the form of a button

4.- too many items on the screen

- Error level**: Medium**

There are many elements on the main screen that confuse the user

Evidence:

Expected:
   a) Automatically removes icons that do not represent a charge made by the user such as the cup icon and the gift that are displayed at 0%
   b) Add a representative icon to see the allocated expenses in more detail since not all icons have space on the graph, as shown in the cat icon

Given the results of the previous tests, it is recommended to start with the functional tests of the app, Each feature is compared to the corresponding requirement to determine if its output is consistent with the end user's expectations.
It is intended to separate the app by sections in order to cover everything in its entirety, with a durability of no more than 1 week in its process.