MVP close test steps and requirements

These are MVP close test steps and minimal test requirements to be rewarded with 10k xDNA/day:

For the start:

- Create an account and confirm it through email (check spam, junk also), then login into it, check for spam if you haven't received an email within 1 minute;
- Setup the profile info and the picture;
- Setup YouTube channel and link your account with your FaceBook account;
- Try to change the password (and other fields there).

In time (of the entire test process):

- Search for users and add at least 5 friends;
- Create at least 2 groups;
- Search for groups and join in at least 4 groups;
- delete a post or a comment occasionally, several times;
- Test also the PC version of WebApp in balance with mobile version.

Daily tasks:

- Create at least 2 posts;
- Leave at least 4 comments on other's posts or comments;
- Like or dislike other's posts or comments, or videos or live streams of others, at least 6 (8 ?) times;
- Post at least one YoutTube video and do one FaceBook and one YouTube live stream, or at least at 2 days, only who have FB or YT account.

Notice: all users, groups, posts, comments can (*must*) be natural and realistic, not arbitrary letters or words or dummy text or phrases from elsewhere. You can post real things about you or about our project and like or dislike them.

Deliverables: testers will look for any error, unconformity, to give feedback as grades and bug reports:

- UI/UX grades: how nice and easy to understand is UI (User Interface) and how simple and natural flow is UX (User Experience);
- User must follow the reputation in every step to not have exaggerated jumps or values, and give a grade for its correctness;
- Bugs: error or any abnormal behavior, mark them with a grade and report them. Bug reports should contain the steps to reproduce, screenshots, or video if possible;
- Warnings or hints: other warnings or hints about the app as grade and also report them;
- Bug reports should contain the steps to reproduce, screenshots, or video if possible;
- Send all of the bugs to feedback@xhumanity.org, one by one as long as you found them.