Example test plan

```
"name": "mastodon-follow-local",
"session_template": {
    "tests":
            "name": "system2.follow_receive::FollowReceiveTest"
            "name": "system2.like_single_hop::LikeTest"
            "name": "system2.reply_single_hop::ReplyTest"
"constellations": [
        "name": "Mastodon vs Mastodon",
        "roles": {
           "leader node": {
               "nodedriver": "MastodonUbosNodeDriver"
           "follower_node": {
               "nodedriver": "MastodonUbosNodeDriver"
        "name": "Mastodon vs WordPress+plugins",
        "roles": {
           "leader node": {
               "nodedriver": "MastodonUbosNodeDriver"
          },
"follower_node": {
               "nodedriver": "WordPressPlusPluginsUbosNodeDriver"
```

Example test class

```
@test
class SendNoteToTest:
   def __init__(self,
        sender_node: FediverseNode,
        receiver node: FediverseNode
    ) -> None:
        self.sender_node = sender_node
        self.sender actor acct uri = None
        self.receiver_node = receiver_node
        self.receiver actor acct uri = None
        self.note_content = f"Testing sender_creates_note {datetime.now()}"
        self.note uri = None
    @step
    def provision actors(self):
        self.sender_actor_acct_uri = self.sender_node.obtain_actor_acct_uri()
        self.receiver actor acct uri = self.receiver node.obtain actor acct uri()
    @step
    def sender creates note(self):
        self.note_uri = self.sender_node.make_create_note(
            self.sender actor acct uri,
            self.note content,
            deliver_to=[ self.receiver_actor_acct_uri ])
        assert self.note uri
    @step
    def wait until note received(self):
        received_content = poll_until(
            lambda: self.receiver node.actor has received object(self.receiver actor acct uri, self.note uri))
        assert_that(received_content, contains_string(self.note_content), SpecLevel.MUST, InteropLevel.PROBLEM)
        assert that(received content, equal to(self.note content), SpecLevel.IMPLIED, InteropLevel.DEGRADED)
```