Test description

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| **Test ID** | MIP4SLT3IS\_5903 |
| **Test Title** | Create Event with status information. |
| **Execution Priority** | 1 |
| **Objective** | BSO validation. Test whether the Producer/Provider is able to create and update the status information of an Event (Bombing for instance) and the Consumers/Receivers are able to understand (and display) it correctly. |
| **Scenario** | The Producer creates an Event (Bombing) with specific status information.  The Consumers receive the information and interpret it correctly.  The Producer updates the status information of this Bombing.  The Consumers receive the information and interpret it correctly. |
| **Environment** | Internet or Co-located. Exchange Pattern: R/R, P/S. |
| **Participation** | 2 or more. |
| **MTRS** | Applicable |
| **Pre-test Conditions** | The Producer/Provider has created a topic which includes message elements belonging to the Event message schema area.  The Consumers have subscribed to this topic. |
| **Test Inputs** | N/A. |
| **Conclusion** | This test is considered a success if the Bombing and its status information is processed and interpreted correctly on all Nations’ C2IS. |
| **Test Outputs** | N/A. |
| **Traceability** | REQ\_INF\_0002 |

Test Procedure

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| --- | --- | --- | --- | --- |
| Step | Action | Expected Result | Src | Dst |
|  | The Producer (1) creates an Event (Bombing) with name ***XXX\_BOMBING\_5903*** and with the following status information:   * HostilityStatus=Unknown * CompletionPercent=0   **Notices:**  XXX in name of the object is meant (in principle) to be replaced by the 3 letter code of the country name.  Example for the name of the Event: ITA\_ BOMBING\_5903 ~~ | Consumers (2) receive and display the Bombing correctly. ~~ | 1 | 2 |
|  | The Producer (1) updates the Bombing with the following status information:   * HostilityStatus=Hostile * CompletionPercent=1 ~~ | Consumers (2) receive and display the Bombing correctly. ~~ | 1 | 2 |

**Configuration**

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| --- | --- | --- |
| Item | Value | Comment |
| EventGeneration | 1 | 0 🡪 Combine steps to one event in the MTMT, generate new MTMT events on every source - destination change. 1 🡪 Every step will be added to the MTMT as a separate event. |