Test description

|  |  |
| --- | --- |
| **Test ID** | MIP4SLT3IS\_5961 |
| **Test Title** | Create Event with an objective. |
| **Execution Priority** | 1 |
| **Objective** | BSO validation. Test whether the Producer/Provider is able to create the correct MIP data for all the elements for an Event with an objective and the Consumers are able to correctly understand (and display) it. |
| **Scenario** | The Producer creates message with all mandatory elements for a LandCombatClearing Event (example), plus an Association element specifying the objective. The Consumers receive the data and process them. |
| **Environment** | Internet or Co-located. Exchange Pattern: R/R, P/S. |
| **Participation** | 2 or more. |
| **MTRS** | N/A |
| **Pre-test Conditions** | The Producer/Provider has created the ‘Ground Picture > Significant Activity / Incidents’ topic (for instance, a Topic where these kind of events should belong). The Consumers have subscribed to this topic.  Producer and Consumer already share information about an Organisation that will be the objective of the Event. |
| **Test Inputs** | N/A. |
| **Conclusion** | This test is considered a success if the Event with its objective and all elements are processed and interpreted correctly on all Nations’ C2IS. |
| **Test Outputs** | N/A. |
| **Traceability** | REQ\_INF\_0002. |

Test Procedure

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Step | Action | Expected Result | Src | Dst |
|  | The Producer creates a LandCombatClearing Event with name ***XXX\_EWO\_961*** and fills **ALL** **mandatory** elements.  The Event Element will include within the Message body an Association Element with:   * AssociationSubject: The LandCombatClearing Event * AssociationObject: An existing Organisation already shared by both Producer and Consumer (the objective)   **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: CAN\_EWO\_961 ~~ | Consumers receive and process (and display) the LandCombatClearing Event with objective that the Producer created. ~~ | 1 | 2 |
|  | The Producer creates an update for the object by **changing** the **AssociationObject** Element to another already shared Organisation. ~~ | Consumers receive and process (and display) the LandCombatClearing Event and all elements that the Producer created. ~~ | 1 | 2 |

**Configuration**

|  |  |  |
| --- | --- | --- |
| 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. |