



OneSAF

Block Release Test

Block - B



Purpose

- **OneSAF Block Release Test (BRT) Approach**
- **Block B BRT Results**
- **User Feedback Process**
- **Block B Release User Feedback Summary**



BRT Approach



BRT Approach

- **What is BRT?**
 - **Block Release Test (BRT) is the formal test event performed at the end of a Block.**
 - **It is the final test the system goes through before it is released to the users**
 - **The system test that demonstrates that the OneSAF system meets the requirements outlined in the PLRS and the expectations of the user community**

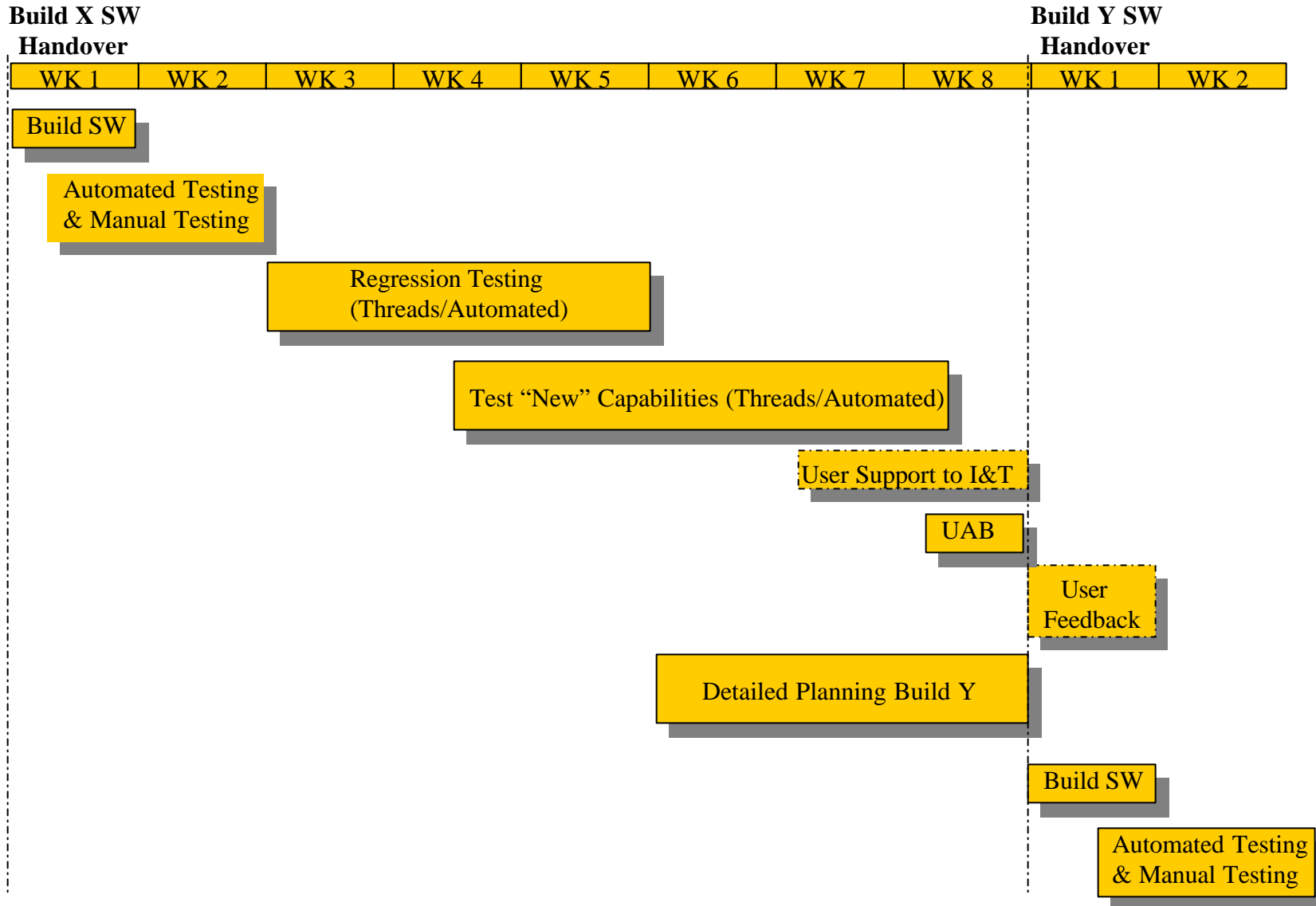


BRT Approach

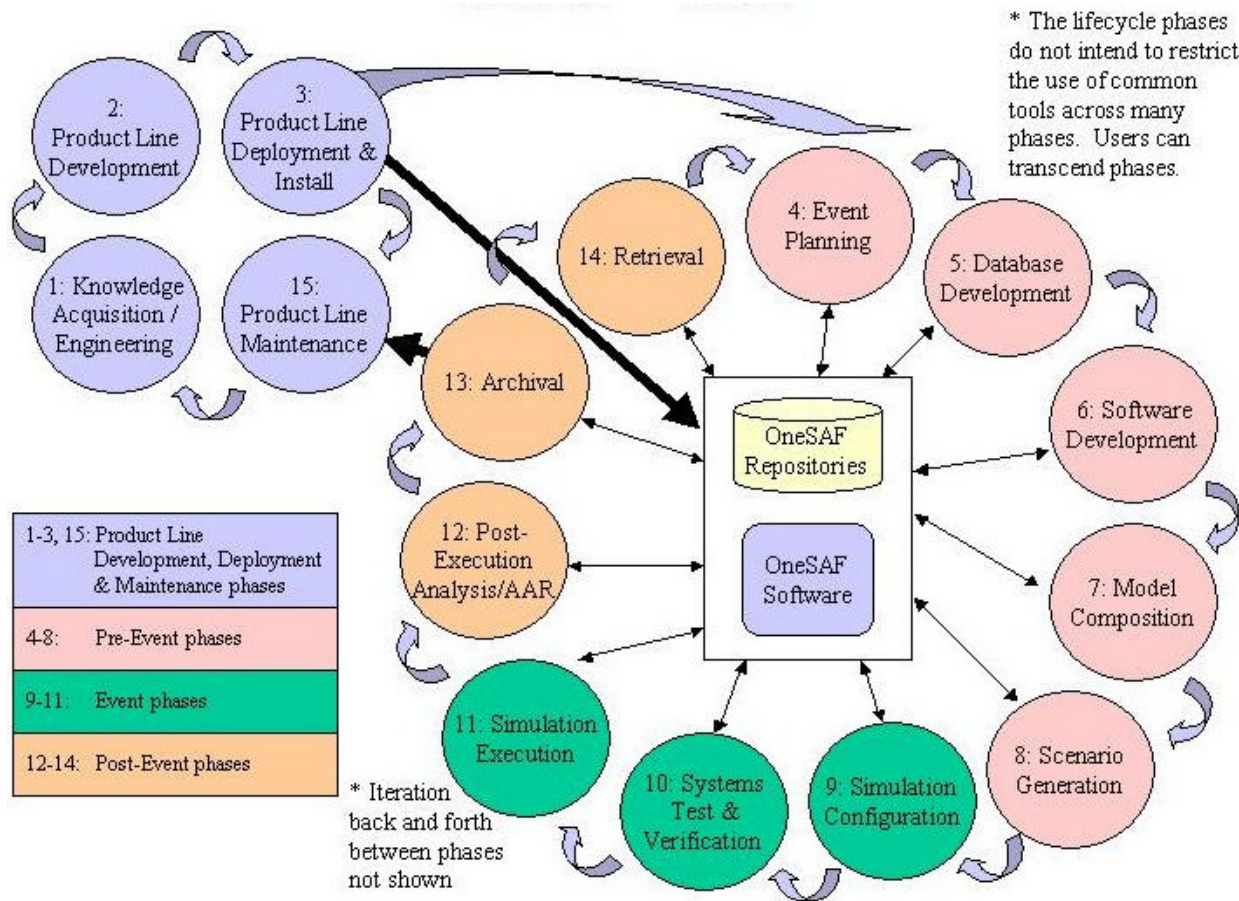
- **Approach**
 - **System Integration and Test of each build**
 - **BRT Phase 1**
 - **System level testing of PLRS requirements**
 - **BRT Phase 2**
 - **User Evaluation Testing**
 - **Focuses on the operational effectiveness, suitability and survivability of the OneSAF system**
 - **OneSAF's ability to support Domain intended uses**
 - **OneSAF's ability to effectively achieve its Key Performance Parameters as stated in the OneSAF ORD.**



Notional I&T Schedule Per/Build



BRT Phase 1





Block-B BRT Results



Phase 1 Test Accomplished

- **Product Line Development**
 - Cold Start
 - System Composition
 - System Distribution
 - System Install
- **Event Planning**
- **Database Development**
- **Model Composition**
 - Entity Composer
 - Unit Composer
 - Behavior Composer
 - Icon Tool
- **Scenario Generation**
 - Data Collection
 - Scenario Development
- **Simulation Config & Mgmt**
 - Federation Dev Tool
- **System Test Tool**
 - Bench Mark Tool
- **Simulation Execution**
 - PVD
 - Stealth
 - C4I
 - Checkpoint
 - DIS
 - FMT
- **AAR / Analysis**



Phase 2 Events Accomplished

Thread Tests

- Conduct Vehicle Ground Movement
- Conduct Air Movement
- Conduct Direct Fire Ground
- Conduct Direct Fire Air
- Conduct Indirect Fire Artillery
- Conduct Indirect Fire Mortar
- Manipulate IC During Field Movement
- Manipulate IC During Combat
- Manipulate IC During MOUT

Vignettes

- C1: Mounted Tactical Movement and Maneuver
- C2: Close Combat Operations
- C3: Combat Support Operations
- R1: RWA Tactical Movement and Maneuver
- R2: RWA Combat Operations
- M1: Dismounted Tactical Movement and Maneuver
- M2: MOUT Operations

Additional Events

- Thread Tests on Entity & Unit Composers
- Walk through demonstration on Behavior Composer
- Demo on Data Collection Specification Tool
- Usability Seminar



User Feedback Process

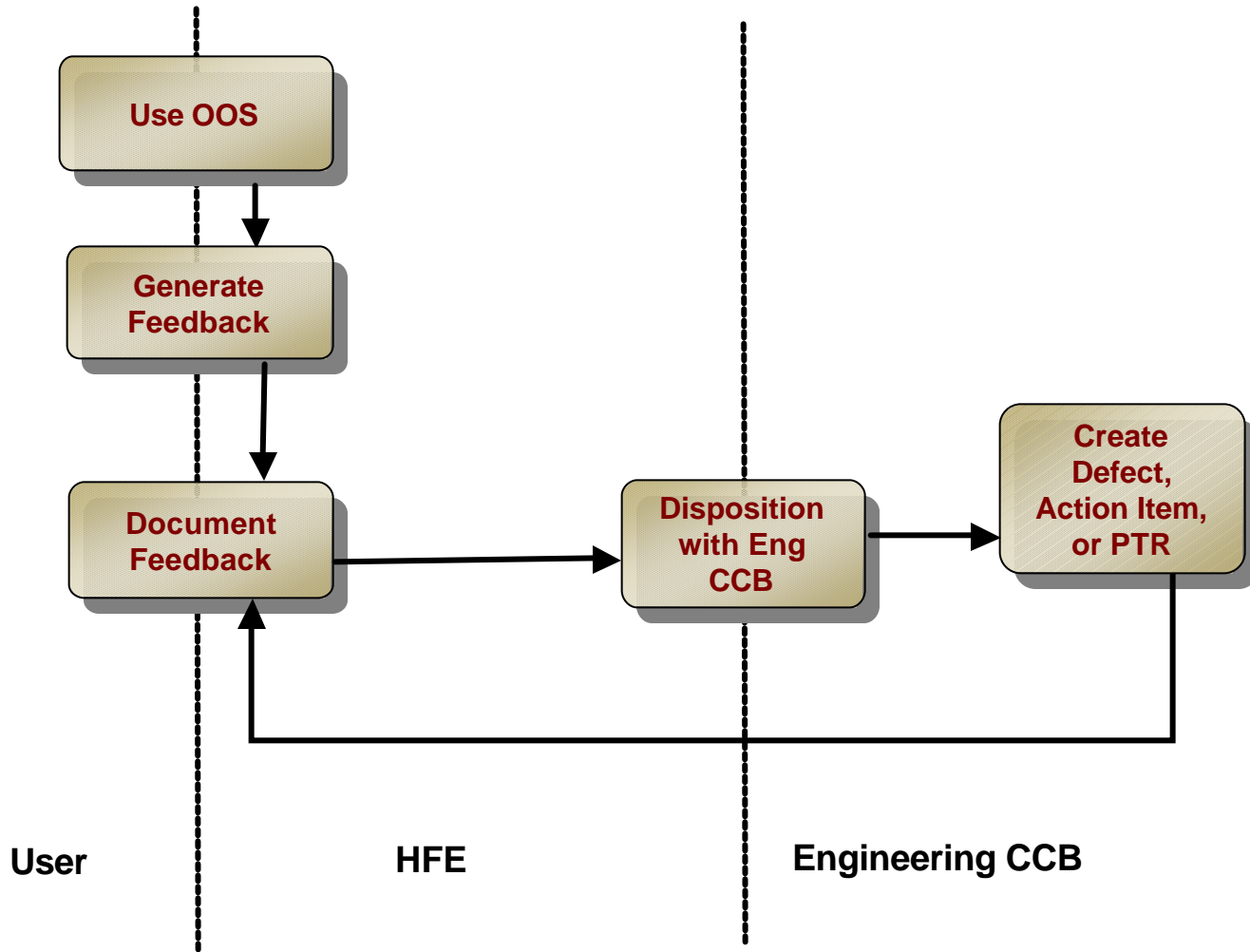


User Feedback

- Intended to capture issues, comments, and observations.
- Feedback to be entered into the [User Feedback Tool](#).
- Requires access to OneSAF.net account.
 - Developers will not directly respond with fixes;
 - No incremental fixes will be implemented or delivered;
 - Fixes will be implemented as part of continued Block development as determined by the OneSAF Engineering Change Control Board (E-CCB);
- Additional detailed guidance for User Feedback is provided in the EPG



User Feedback Process





Block B

User Feedback Summary

User Feedback

- **Summary**
- **To-Date 211 Block B comments received**
 - **87 are potential PTRs**
 - **10 related to other user feedback comments.**
 - **14 are duplicates of existing PTRs or other user comments.**
 - **32 are primarily usability issues.**
 - **39 are planned activities for builds 18 – 21**
 - **18 Closed/Canceled**
 - **11 Pending Review**



User Comment Themes

- **Difficulties with mounting functionality**
- **Need ability to override behavior**
- **Movement through Non-High Res Structures**
- **MSDE Unit pallette does not match that of the SSDE.**
- **Viewing High Res Structures - Operator should be able to view multiple MES structures during an exercise.**
- **Movement errors**
- **Improved filtering needed on user options**