[KHQM011221-95] Stellaris AI Starbases build or Gameway Created: 26/Dec/21 Updated: 09/Jun/22

Status:	Cancel
Project:	QA Manual (01.12.2021)
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Test	Priority:	Medium
Reporter:	Natalia Kolotii	Assignee:	Natalia Kolotii
Resolution:	Unresolved	Votes:	0
Labels:	QA		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original Estimate:	Not Specified		

Sprint:	KHQM0112 Sprint 1				
Zephyr Teststep:					
	Test Step	**Test Data**	**Expected Result**	**Attachment Details**	**Test Step Custom Fields**
1	AL starts to build Starbases		AI is building the Starbase in the Gateway system		

Description

This tc veryfiles the following equepment

- AI players will always build Starbases in systems that have various features in the following order: Gateway/Wormhole/Colonizable > Natural resources > Other systems

Preconditions

- Game session launcher
- AI alive
- AI has Gateway system
- AI the Natural resources system
- AI has resources to build Starbases
- AI has Other systems

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