[KHQM011221-107] Stellaris AI Starbases build/Natural resources Created: 26/Dec/21 Updated: 02/Jan/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	AI is building the Starbase in the Gateway system		AI is building the Starbase in the Natural resouces system		

Description

This tc veryfiles the following equipment

- 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 launched
- AI alive
- AI hasn't Gateway system
- AL hasn't Wormhole system
- AL hasn't Colonizable system
- AI the Natural resources system
- AI has resources to build Starbases
- AI has Other systems