

**[KHQM011221-188] [Stellaris \(attack Leviathans\)](#)** Created: 02/Jan/22 Updated: 11/Jan/22

<b>Status:</b>	Done
<b>Project:</b>	<a href="#">QA Manual (01.12.2021)</a>
<b>Component/s:</b>	None
<b>Affects Version/s:</b>	None
<b>Fix Version/s:</b>	None

<b>Type:</b>	Test	<b>Priority:</b>	Low
<b>Reporter:</b>	<a href="#">Natalia Kolotii</a>	<b>Assignee:</b>	<a href="#">Georgii_Guzhva</a>
<b>Resolution:</b>	Unresolved	<b>Votes:</b>	0
<b>Labels:</b>	QA		
<b>Remaining Estimate:</b>	Not Specified		
<b>Time Spent:</b>	Not Specified		
<b>Original Estimate:</b>	Not Specified		

Issue Links:	Relates					
	relates to <a href="#">KHQM011221-90</a> Homework8. Kolotii Natalia Pending					
Sprint:	KHQM0112 Sprint 1					
Zephyr Teststep:						
	Test Step		Test Data	Expected Result	Attachment Details	Test Step Custom Fields
	1	AI tried to attack Leviathans.		AI doesn't attack Leviathans.		

#### Description

Testing the following requirement:

- AI players will only attack Leviathans if they have at least 40k Fleet Power

Precondition:

- Game session started.
- AI is alive.
- AI has less then 40K Fleet Power.
- AI can't attack anybody exept Leviathans.

#### Comments

Comment by [Georgii\\_Guzhva](#) [ 11/Jan/22 ]

Скорее, нужно было указать, что эта активность имеет в данный момент наивысший приоритет для ИИ. Ибо твоим тест шагом требование не проверить

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