

[KHQM011221-123] [Stellaris AI Colonize](#) 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:	<table><tr><th></th><th>Test Step</th><th>Test Data</th><th>Expected Result</th><th>Attachment Details</th><th>Test Step Custom Fields</th></tr><tr><td>1</td><td>AI try to colonize planet.</td><td></td><td>AI doesn't colonize a planet. AI performs available activity with the next priority.</td><td></td><td></td></tr></table>						Test Step	Test Data	Expected Result	Attachment Details	Test Step Custom Fields	1	AI try to colonize planet.		AI doesn't colonize a planet. AI performs available activity with the next priority.		
	Test Step	Test Data	Expected Result	Attachment Details	Test Step Custom Fields												
1	AI try to colonize planet.		AI doesn't colonize a planet. AI performs available activity with the next priority.														

Description

This tc verifies the following equipment.

- AI players will only colonize worlds that have at least 35%  Habitability for any of their species.

Preconditions

- Game session launched.
- AI alive.
- AI has colonizable planet with less than 35%  Habitability.
- AI hasn't colonizable planet with  Habitability or more.
- AI has resources to colonize planet.
- AI hasn't any available activity with a priority higher than planet colonization at the moment.

Generated at Thu Jun 09 21:03:35 EEST 2022 by Natalia Kolotii using Jira 8.20.9#820009-sha1:3f676e980ac1d5cf6a703f13d6584c8f19f830d3.