

C12: Sending the previously rejected diplomatic request by "Stellaris" AI

Type	Priority	Estimate	References
Functional	Medium	None	None
Automation Type			
None			
Preconditions			
"Stellaris" version: 3.4.2.			
This test case verifies the following requirement: AI players will not send a diplomatic request of the same type for 27 years if the previous one was rejected			
1) Game-session is launched			
2) AI is alive			
3) The "Improve Relations" diplomatic request was already sent by AI less than 27 years ago			
4) AI's "Improve Relations" diplomatic request was rejected			
5) Sending the "Improve Relations" diplomatic request is not a top priority for AI			
Steps			
Sending the "Improve Relations" diplomatic request becomes a top priority for AI			
Expected Result			
AI doesn't send the "Improve Relations" diplomatic request			

