C13: Consecration of habitable planets 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 only consecrate habitable planets that have below 35% "Habitability"

1) Game-session is launched

2) AI is alive

3) AI has only a habitable planet that has above 35 % habitability

4) AI has the resources to take over a habitable planet that has below 35% habitability

5) AI has the resources to consecrate habitable planets

6) Planet consecration is a top priority for AI

Steps

AI takes over the habitable planet with less than 35% habitability

Expected Result

AI starts consecrating the planet with less than 35% habitability