

C14: Attack on Levithans 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 attack Leviathans if they have at least 40k "Fleet Power"

- 1) Game-session is launched
- 2) AI is alive
- 3) AI has 39k "Fleet Power"
- 4) AI knows the location of Leviathans
- 5) The attack on Leviathans is a top priority for AI

Steps

AI gains 1k "Fleet Power"

Expected Result

AI attacks Leviathans

