

C10: Use of the "Ambition Edicts" 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 never use "Ambition Edicts" until they unlock all "Traditions"			
1) Game-session is launched			
2) AI is alive			
3) AI opened all traditions but one			
4) AI has the resources to unlock the last tradition			
5) AI has the "Ambition Edicts"			
6) Using the "Ambitions Edicts" is a top priority for AI			
Steps			
AI unlocks the last tradition			
Expected Result			
AI uses the "Ambition Edicts"			

