

C11: Use of the "Sacrifice 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 only use "Sacrifice Edicts" if at least 60 years passed and they have at least 3 "Mortal Initiate" jobs taken

- 1) Game-session is launched
- 2) AI is alive
- 3) 59 years have passed since AI started the game
- 4) AI took 2 "Mortal Initiate" jobs
- 5) AI has the resources to take the third "Mortal Initiate" job
- 6) AI has the "Sacrifice Edicts"
- 7) Using the "Sacrifice Edicts" is a top priority for AI

Steps

1	AI waits another year	AI doesn't use the "Sacrifice Edicts"
2	AI takes the third "Mortal Initiate" job	AI uses the "Sacrifice Edicts"

