

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