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"