

C13: Consecration of habitable planets 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 consecrate habitable planets that have below 35% "Habitability"			
1) Game-session is launched			
2) AI is alive			
3) AI has only a habitable planet that has above 35 % habitability			
4) AI has the resources to take over a habitable planet that has below 35% habitability			
5) AI has the resources to consecrate habitable planets			
6) Planet consecration is a top priority for AI			
Steps			
AI takes over the habitable planet with less than 35% habitability			
Expected Result			
AI starts consecrating the planet with less than 35% habitability			

