

Test Cases

Test Cases 5

C10: Use of the "Ambition Edicts" by "Stellaris" AI

Type	Priority	Estimate	References
Functional	Medium	None	None
Automation Type			
None			

Preconditions

"Stellaris" version: 3.6.1

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"

C11: Use of the "Sacrifice Edicts" by "Stellaris" AI

Type	Priority	Estimate	References
Functional	Medium	None	None
Automation Type			
None			

Preconditions

"Stellaris" version: 3.6.1.

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"

C12: Sending the previously rejected diplomatic request by "Stellaris" AI

Type	Priority	Estimate	References
Functional	Medium	None	None
Automation Type			
None			

Preconditions

"Stellaris" version: 3.6.1.

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

C13: Consecration of habitable planets by "Stellaris" AI

Type	Priority	Estimate	References
Functional	Medium	None	None
Automation Type			
None			

Preconditions

- "Stellaris" version: 3.6.1.
- 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

C14: Attack on Levithans by "Stellaris" AI

Type	Priority	Estimate	References
Functional	Medium	None	None
Automation Type			
None			

Preconditions

"Stellaris" version: 3.6.1.

This test case verifies the following requirement: AI players will only attack Leviathans if they have at least 40k "Fleet Power"

- 1) Game-session is launched
- 2) AI is alive
- 3) AI has 39k "Fleet Power"
- 4) AI knows the location of Leviathans
- 5) The attack on Leviathans is a top priority for AI

Steps

AI gains 1k "Fleet Power"

Expected Result

AI attacks Leviathans