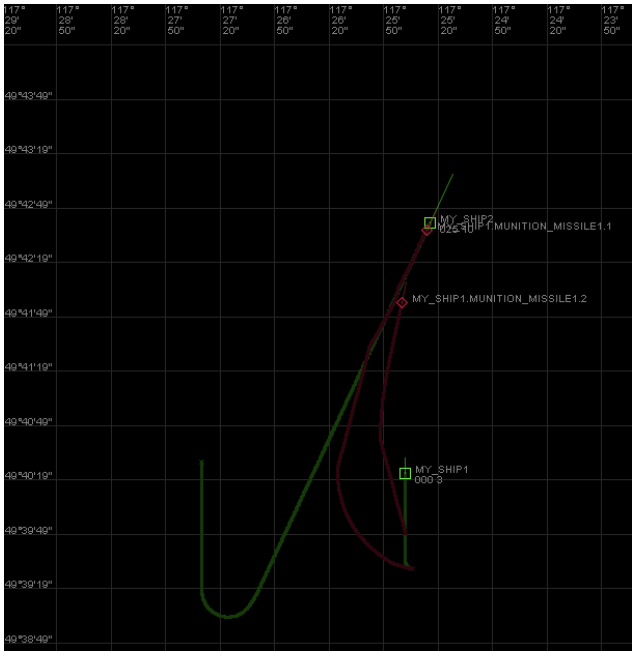
Test 0: `@wait` command

1. This test verifies that the wait command introduces the appropriate time delay between command servicing. It is necessary to automate subsequent tests, which may require dwell for actions to carry out.
2. `MY_SHIP1` starts north of `MY_SHIP2`, facing west, with no speed. It is equipped with two missiles that have a radar sensor and an acoustic fuze. `MY_SHIP2` starts facing south with speed 10.
3.
```
define sensor radar FUZE_RADAR1 with field of view 30 power 50 sensitivity 10
...
@wait 5
set MY_SHIP1 deploy munition MY_SHIP1.MUNITION_MISSILE1.2
@wait 10
set MY_SHIP1 course 225
set MY_SHIP1 speed 20
```
4. After 5 seconds, `MY_SHIP2` will change its course to 25 degrees and continue for 6 seconds. `MY_SHIP1` will then fire missile `MY_SHIP1.MUNITION_MISSILE1.1` and change to course 360 at speed 3. It will wait 5 seconds and fire missile `MY_SHIP1.MUNITION_MISSILE1.2`. It will wait 10 seconds and change course to 225 at speed 20. The first missile should chase `MY_SHIP1`. The second missile should do the same, except from a slightly more northerly starting position. Both missiles should strike `MY_SHIP1` in order.
5. 

6. The actual results are consistent with the expected results.
7. The wait command could be introduced in front of every other command to verify that it applies. (Currently not all commands are affected by it.)