**napadniIgrac\_ShouldReturnStetaEqualTo96\_IfIEnergyEqualTo20\_WhenStateEqualsToDEFANZIVNO:**

**Severity: Moderate**

**Environment Info**

**Date & Name of the Reporter:**  24.06.2019, Toma Joksimovic

**Operating System: Windows 7**

**Software environment: IntelliJ IDEA 2019.3.5, JUnit 5.4.2**

**Description:**

**Reproducible: yes (100%)**

**Test id: 1**

**Procedure: (describe steps how to reproduce error)**

1. **Create an object from Igrac CLASS with the following values:**
   1. **energija = 19.0**
   2. **Set state to be DEFANZIIVNO**
   3. **Snaga = 60**
   4. **set first Oruzije with the following values [potrebna snaga = 75.0; steta = 15.0]**
   5. **Get required power from Oruzije**
   6. **Get damage from Oruzije**
2. **Issue napadniIgraca**

**Description of error:**

**Method napadniIgraca does not return the proper value. It should set stetaOruzja to zero when energija is equal to 20 as well as when its less than 20.**

**Expected result:**

**expected: 96.0**

**was: 102.0**

**Comments:**

Check the if clause for energy in the **napadniIgraca** method as the problem is most likely coming from that method.