**napadniIgrac\_ShouldReturnStetaEqualTo127AndHalf\_IfIEnergyEqualsTo21AndStrengthLessThanNeed\_WhenStateEqualsToPASIVNO:**

**Severity: Critical**

**Environment Info**

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

**Operating System: Windows 7**

**Software environment: IntelliJ IDEA 2018.3.5, JUnit 5.4.2**

**Description:**

**Reproducible: yes (100%)**

**Test id: 2**

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

1. **Create an object from Igrac CLASS with the following values:**
   1. **energija = 21.0**
   2. **Set state to be PASIVNO**
   3. **Snaga = 60**
   4. **set first Oruzije with the following values [potrebna snaga = 61.0; steta = 15.0]**
   5. **Get required power from Oruzije**
   6. **Get damage from Oruzije**
2. **Issue napadniIgraca**

**Description of error:**

**Method doesn’t return proper value, because there is missing break command below initializing steta variable for case PASIVNO.**

**Expected result:**

**expected: 127.5**

**was: 153.0**

**Comments:**

Check the case PASIVNO for switch statement in the **napadniIgraca** method as the problem is most likely coming from that method.

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