**upotrebiMagiju\_ShouldSetEnergijaToZero\_IfInteligencijaGreaterThanNeedAndEnergijaLessThanNeedAndZdravljelessThanDifference:**

**Severity: Moderate**

**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: 5**

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

1. **Create an object from Igrac CLASS with the following values:**
   1. **energija = 19**
   2. **inteligencija = 100**
   3. **zdravlje = 45.5**
   4. **set Magija with the following values [steta = 15.0; potrebnaInteligencija = 65.0; potrebnaEnergija = 85.0]**
2. **Call upotrebiMagiju with arguments: 0, igrac2.**
3. **Call getZadravlje for igrac1**

**Description of error:**

**Method upotrebiMagiju does not set the proper value for Energy. It should set Energy to zero if Intelligence is greater than required, Energy is less than required and Health is less than difference.**

**Expected result:**

**expected: 0.0**

**was: 19.0**

**Comments:**

Check the logic of the second if block in **upotrebiMagiju** as the problem is most likely coming from that part.