**napadniIgracaShouldReturnZeroIfNapadacHasEnergyLessThenTwenty:**

**Severity: Moderate**

**Environment Info**

**Date & Name of the Reporter:** 04.07.2019, David Stanković

**Operating System: Windows 10, Pro**

**Software environment: IntelliJ IDEA Community Edition, JUNIIT 5.4.2**

**Description:**

**Reproducible: yes (100%)**

**Test id: napadniIgracaShouldReturnZeroIfNapadacHasEnergyLessThenTwenty**

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

* **Set attributes to alredy created object Igrac(zdravlje:70, energija:70,snaga: 70, inteligencija: 70, Igrac.Stanje.AGRESIVNO, oruzja, odece, magije):**
* **energija = 19**
* **snaga= 99**
* **get attribute potrebnaSnaga of first element (Object Oruzje) from Oruzje ArrayList**
* **get attribute steta of first element (Object Oruzje) from Oruzje ArrayList**
* **Create object: meta= new Igrac("meta", 80, 70, 80, 80, Igrac.Stanje.DEFANZIVNO, new ArrayList<>(), new ArrayList<>(), new ArrayList<>());**
* **Comparing expected and actual values by calling napadniIgraca method with arguments: (0, meta).**

**Description of error:**

**Method napadniIgraca does not return the proper value. It should return 0 if attackers energy is less than 20, but it returns a positive value.**

**Expected result:**

**Expected :0.0**

**Actual: 237.6**

**Comments:**

**Check the logic of the napadniIgraca method as the problem is most likely coming from that method.**