**napadniIgracaShouldReturnStetaIfNapadacHasEnergyThatIsGreaterThanTwentyAndStrengthGreaterThanNeededWhenStanjePasivno**

**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: napadniIgracaShouldReturnStetaIfNapadacHasEnergyThatIsGreaterThanTwentyAndStrengthGreaterThanNeededWhenStanjePasivno**

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

* **Set attributes to alredy created object Igrac object Igrac(zdravlje:70, energija:70,snaga: 70, inteligencija: 70, Igrac.Stanje.AGRESIVNO, oruzja, odece, magije):**
* **energija = 21**
* **stanje = PASIVNO**
* **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<>());**
* **Compare expected and actual values by calling napadniIgraca method with arguments: (0, target).**

**Description of error:**

**Method napadniIgraca does not return the proper value. It should return the value for the formula that the damage is reduced by half and that the state of player is PASIVNO with value 1.**

**Expected result:**

**Expected : 190.0**

**Actual: 228.0**

**Comments:**

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

**Additional Info:**

**The problem is probably in the definition of the state values.**