**upotrebiMagijuShouldReturnZeroIfInteligencijaIsGreaterThanMagijaInteligencijaAndEnergyIsLessThanMagijaEnergyWhenNapadacDoesNotHaveEnoughHealth**

**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: upotrebiMagijuShouldReturnZeroIfInteligencijaIsGreaterThanMagijaInteligencijaAndEnergyIsLessThanMagijaEnergyWhenNapadacDoesNotHaveEnoughHealth**

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

* **Set new attributes to alredy created object Igrac(zdravlje:70, energija:70,snaga: 70, inteligencija: 70, Igrac.Stanje.AGRESIVNO, oruzja, odece, magije):**
* **inteligencija = 100**
* **energija = 10**
* **zdravlje = 10**
* **get attribute potrebnaIntreligencija of first element (Object Magija) from magije ArrayList**
* **get attribute potrebnaEnergija of first element (Object Magija) from magije ArrayList**
* **get attribute steta of first element (Object Magija) from magije 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 upotrebiMagiju method with argument: (0,meta).**

**Description of error:**

**Method upotrebiMagiju does not return the proper value for igrac energija and zdravlje.**

**Expected result:**

**Expected: -30.0**

**Actual: 10.0**

**Comparison Failure:**

**Expected: 0.0**

**Actual: 10.0**

**Comments:**

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