**napadniIgraca\_ShouldReturn0\_IfNapadacEnergyIs20:**

**Severity: Moderate**

**Environment Info**

**Date & Name of the Reporter:** 06.07.2019, Đorđe Krstovic

**Operating System: Windows 10 Pro**

**Software environment: IntelliJ IDEA Ultimate Edition 2019.1.3, JUNIIT 5.4.2**

**Description:**

**Reproducible: yes (100%)**

**Test id: napadniIgraca\_ShouldReturn0\_IfNapadacEnergyIs20**

**Procedure:**

1. **Set attributes to alredy created object**

**Igrac(zdravlje:80, energija:80,snaga: 80, inteligencija: 80, Igrac.Stanje.AGRESIVNO, oruzja, odece, magije):**

* **energija = 20**
* **snaga= 49**
* **get attribute potrebnaSnaga of first element (Object Oruzje) from Oruzje ArrayList**
* **get attribute steta of first element (Object Oruzje) from Oruzje ArrayList**

1. **Create object: meta= new Igrac("meta", 90, 80, 90, 90, Igrac.Stanje.DEFANZIVNO, new ArrayList<>(), new ArrayList<>(), new ArrayList<>());**
2. **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 attacker energy is 20, but it returns a positive value.**

**Expected result:**

**Expected:**  0.0

**Actual:**  147.6

**Comments:**

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

**Additional Info:**

**In the definition of the specification said that the energy condition should be less or equal to 20.**