**odbraniSe\_ShouldReturnSteta\_IfDolaznaStetaGreaterThan0AndEquipmentWeightLessThanMaxWeight\_WhenStanjeAgresivno**

**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: odbraniSe\_ShouldReturnSteta\_IfDolaznaStetaGreaterThan0AndEquipmentWeightLessThanMaxWeight\_WhenStanjeAgresivno**

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

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

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

* **snaga = 10**
* **get attribute odbrambenaVrednost of first element (Object Odeca) from odeca ArrayList**
* **get attribute tezina of first element (Object Odeca) from odeca ArrayList**

1. **Compare expected and actual values by calling odbranise method with argument: dolaznaSteta = 20;**

**Description of error:**

**Method odbraniSe does not return the proper value.**

**Expected result:**

**Expected :** 20.0

**Actual :** 6.666666666666667

**Comments:**

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

**Additional Info:**

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