**upotrebiMagiju\_ShouldReturnSteta\_IfInteligencijaGreaterThanMagijaInteligencijaAndEnergyGreaterThanMagijaEnergy\_WhenNapadacDoesNotHaveEnoughHealth**

**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: upotrebiMagiju\_ShouldReturnSteta\_IfInteligencijaGreaterThanMagijaInteligencijaAndEnergyGreaterThanMagijaEnergy\_WhenNapadacDoesNotHaveEnoughHealth**

**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):**

* **inteligencija = 100**
* **energija = 100.0**
* **zdravlje = 10.0**
* **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**

1. **Create object: meta= new Igrac("meta", 90, 80, 90, 90, Igrac.Stanje.DEFANZIVNO, new ArrayList<>(), new ArrayList<>(), new ArrayList<>());**
2. **Compare expected and actual values by calling upotrebiMagiju method with argument: (0,meta) and compare zdravlje and energija values with actual values.**

**Description of error:**

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

**Expected result:**

**Expected:** 50.0

**Actual:** 100.0

**Comments:**

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