**Test reports for VideoIgra**

Test reports for software VideoIgra.

The videoigra software was tested on the IntelliJ IDEA Ultimate platform.

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**Statistic**

|  |  |
| --- | --- |
| Results | passed/failed |
| 71,88% | passed |
| 28,12% | failed |

**Tests**

|  |  |
| --- | --- |
| Test title \*(red if failed / green if passed) | passed/failed |
| napadniIgraca\_ShouldThrowAnIllegalArgumentException\_IfIndexOfArrayListOruzjeDoesNotExist() | failed |
| odbraniSe\_ShouldReturnSteta\_IfDolaznaStetaIs0AndEquipmentWeightLessThanMaxWeight\_WhenStanjeAgresivno() | failed |
| setNaziv\_ShouldSetNaziv() | passed |
| getStanje\_ShouldReturnStanjePASIVNO() | passed |
| upotrebiMagiju\_ShouldReturnSteta\_IfInteligencijaGreaterThanMagijaInteligencijaAndEnergyGreaterThanMagijaEnergy\_WhenNapadacDoesNotHaveEnoughHealth() | failed |
| napadniIgraca\_ShouldReturnStetaHalfStetaOruzja\_IfNapadacEnergyIsGreaterThan20AndStrengthEqualWithNeeded\_WhenStanjePasivno() | passed |
| odbraniSe\_ShouldReturnSteta\_IfDolaznaStetaGreaterThan0AndEquipmentWeightLessThanMaxWeight\_WhenStanjeDefanzivno() | failed |
| napadniIgraca\_ShouldReturnStetaHalfStetaOruzja\_IfNapadacEnergyIsGreaterThan20AndStrengthLessThanNeeded\_WhenStanjeAgresivno() | passed |
| upotrebiMagiju\_ShouldReturnSteta\_IfInteligencijaLessThanMagijaInteligencijaAndEnergyEqualToMagijaEnergy\_WhenNapadacHasEnoughHealth() | passed |
| odbraniSe\_ShouldThrowAnIllegalArgumentException\_IfDolaznaStetaIs0() | passed |
| odbraniSe\_ShouldThrowAnIllegallDolaznaStetaException\_IfAtLeastOneOdecaIsNull() | failed |
| getOruzja\_ShouldReturnAListOfOruzja\_IfIgracIsCreated() | passed |
| setMagije\_ShouldSetArrayListOfMagija() | passed |
| napadniIgraca\_ShouldThrowAnIllegalArgumentException\_IfAtLeastOneOruzjeIsNull() | failed |
| odbraniSe\_ShouldThrowAnIllegalArgumentException\_IfDolaznaStetaIsLessThan0() | passed |
| upotrebiMagiju\_ShouldReturnSteta\_IfInteligencijaGreaterThanMagijaInteligencijaAndEnergyLessThanMagijaEnergy\_WhenNapadacHasEnoughHealth() | passed |
| setOdeca\_ShouldSetArrayListOfOdeca() | passed |
| napadniIgraca\_ShouldReturn0\_IfNapadacHasEnergyLessThen20() | failed |
| getMagije\_ShouldReturnAListOfMagije\_IfIgracCreated() | passed |
| odbraniSe\_ShouldReturnSteta\_IfDolaznaStetaGreaterThan0AndEquipmentWeightGreaterThanMaxWeight\_WhenStanjeAgresivno() | passed |
| getEnergija\_ShouldReturnEnergija\_IfIgracIsCreated() | passed |
| setInteligencija\_ShouldSetInteligencija() | passed |
| getStanje\_ShouldReturnStanjeAGRESINVO\_IfIgracCreatedWithAgresivnoStanje() | passed |
| setZdravlje\_ShouldSetZdravlje() | passed |
| odbraniSe\_ShouldThrowAnIllegalArgumentException\_IfAtLeastOneOruzjeIsNull() | failed |
| getSnaga\_ShouldReturnSnaga\_IfIgracIsCreated() | passed |
| upotrebiMagiju\_ShouldThrowAnIllegalArgumentException\_IfIndexOfListMagijeDoesNotExist() | failed |
| upotrebiMagiju\_ShouldThrowAnIllegalArgumentException\_IfAtLeastOneMagijaIsNull() | failed |
| getInteligencija\_ShouldReturnInteligencija\_IfIgracIsCreated() | passed |
| upotrebiMagiju\_ShouldReturnSteta\_IfInteligencijaEqualToMagijaInteligencijaAndEnergyLessThanMagijaEnergy\_WhenNapadacHasEnoughHealth() | passed |
| napadniIgraca\_ShouldReturnSteta\_IfNapadacEnergyIsGreaterThan20AndStrengthGreaterThanNeeded\_WhenStanjeDefanzivno() | passed |
| getOdeca\_ShouldReturnArrayListOfOdeca\_IfIgracIsCreated() | passed |
| odbraniSe\_ShouldReturnSteta\_IfDolaznaStetaGreaterThan0AndEquipmentWeightGreaterThanMaxWeight\_WhenStanjePasivno() | passed |
| odbraniSe\_ShouldReturnSteta\_IfDolaznaStetaGreaterThan0AndEquipmentWeightLessThanMaxWeight\_WhenStanjePasivno() | passed |
| odmoriSe\_ShouldReturnAdequateValue(double, double, double) | failed |
| napadniIgraca\_ShouldReturnStetaHalfStetaOruzja\_IfNapadacEnergyIsGreaterThan20AndStrengthLessThanNeeded\_WhenStanjePasivno() | failed |
| napadniIgraca\_ShouldReturnSteta\_IfNapadacEnergyIsGreaterThan20AndStrengthGreaterThanNeeded\_WhenStanjePasivno() | failed |
| setOruzja\_ShouldSetArrayListOfOruzja() | passed |
| setSnaga\_ShouldSetSnaga() | passed |
| odbraniSe\_ShouldReturnSteta\_IfDolaznaStetaGreaterThan0AndMaxWeightEqualToEquipmentWeight\_WhenStanjeAgresivno() | failed |
| getStanje\_ShouldReturnStanjeDEFAZIVNO() | passed |
| setEnergija\_ShouldSetEnergija() | passed |
| getNaziv\_ShouldReturnNaziv\_IfIgracIsCreated() | passed |
| odbraniSe\_ShouldReturnSteta\_IfDolaznaStetaGreaterThan0AndEquipmentWeightLessThanMaxWeight\_WhenStanjeAgresivno() | failed |
| getZdravlje\_ShouldReturnZdravlje\_IfIgracIsCreated() | passed |
| napadniIgraca\_ShouldReturnStetaHalfStetaOruzja\_IfNapadacEnergyIsGreaterThan20AndStrengthLessThanNeeded\_WhenStanjeDefanzivno() | passed |
| upotrebiMagiju\_ShouldReturn0\_IfInteligencijaLessThanMagijaInteligencija\_WhenNapadacDoesNotHaveEnoughHealth() | failed |
| upotrebiMagiju\_ShouldReturn0\_IfInteligencijaGreaterThanMagijaInteligencijaAndEnergyLessThanMagijaEnergy\_WhenNapadacDoesNotHaveEnoughHealth() | failed |
| upotrebiMagiju\_ShouldReturnSteta\_IfInteligencijaLessThanMagijaInteligencijaAndEnergyLessThanMagijaEnergy\_WhenNapadacHasEnoughHealth() | passed |
| napadniIgraca\_ShouldReturnSteta\_IfNapadacEnergyIsGreaterThan20AndStrengthGreaterThanNeeded\_WhenStanjeAgresivno() | passed |
| odbraniSe\_ShouldReturnSteta\_IfDolaznaStetaGreaterThan0AndEquipmentWeightGreaterThanMaxWeigh\_WhenStanjeDefanzivno() | passed |
| odbraniSe\_ShouldThrowAnIllegalArgumentException\_IfDolaznaStetaIsMinus1() | passed |
| napadniIgraca\_ShouldReturn0\_IfNapadacEnergyIs20() | failed |
| setStanje\_ShouldSetStanje() | passed |
| toString\_ShouldReturnAnAdequateString\_IfIgracIsCreated() | passed |
| Class Magija // Test title | passed/failed |
| getSteta\_ShouldReturnAnAdequateValue() | passed |
| getPotrebnaInteligencija\_ShouldReturnAnAdequateValue() | passed |
| getNazivMagije\_ShouldReturnNazivMagije() | passed |
| Clas Oruzje // Test title | passed/failed |
| getTezina\_ShouldReturnAnAdequateTezinaValue() | passed |
| getSteta\_ShouldReturnAnAdequateStetaValue() | passed |
| getPotrebnaSnaga\_ShouldReturnAnAdequatePotrebnaSnagaValue() | passed |
| Class Odeca // Test title | passed/failed |
| getTezina\_ShouldReturnAnAdequateValue() | passed |
| getOdbrambenaVrednost\_ShouldReturnAnAdequateValue() | passed |