**upotrebiMagiju\_ShouldDecreaseEnergyByNeededEnergy\_IfInteligencijaGreaterThanNeedAndEnergijaGreaterThanNeed:**

**Severity: Critical**

**Environment Info**

**Date & Name of the Reporter:**  24.06.2019, Miloš Šećković

**Operating System: Windows 10**

**Software environment: IntelliJ IDEA 2018.3.5 IU 183.5912.21, JUnit 5.4.2**

**Description:**

**Reproducible: yes (100%)**

**Test id: 6**

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

1. **Create an object from Igrac CLASS with the following values:**
   1. **energija = 30**
   2. **inteligencija = 100**
   3. **zdravlje = 45.5**
   4. **set Magija with the following values [steta = 15.0; potrebnaInteligencija = 65.0; potrebnaEnergija = 25.0]**
2. **Call upotrebiMagiju with arguments: 0, igrac2.**
3. **Call getEnergija for igrac1**

**Description of error:**

**Method upotrebiMagiju does not decrease Energy by required energy for specific magic. It should decrease Energy if Intelligence is greater than required, Energy greater than required, but infact Energy stays the same.**

**Expected result:**

**expected: 5.0**

**was: 30.0**

**Comments:**

Check the logic of else block for checking energy in **upotrebiMagiju** as the problem is most likely coming from that part.