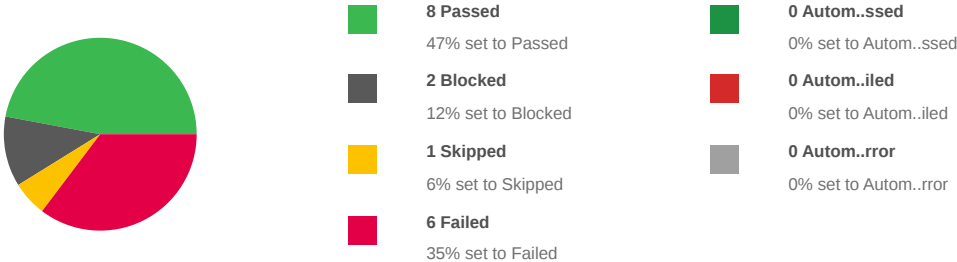




Snapshot 3 Test Run Summary

Project: Southern California Edison VR Training Simulation  
By Derek Rosales, 12/11/2025 3:01 AM

Run: Snapshot 3 – Equipment Handling & Scoring

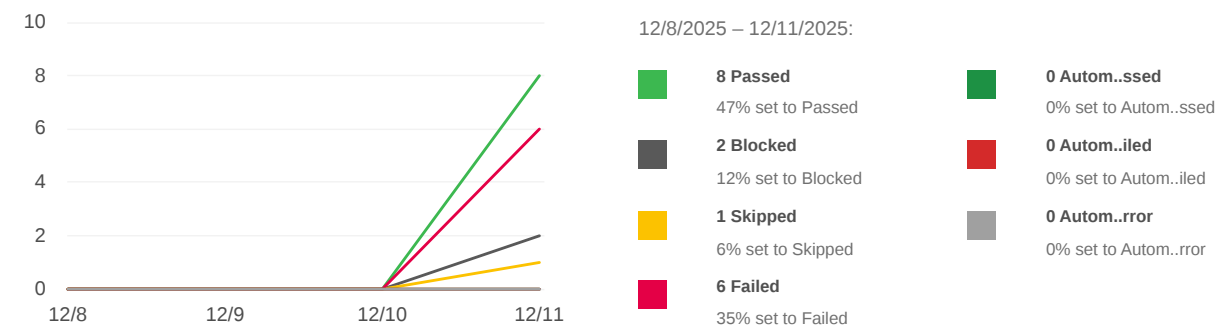


47%  
passed  
0 / 17 untested (0%).

Snapshot 3 Test Run: Includes Equipment Handling, Scoring & Feedback, additional Backend Persistence tests, plus key regression tests from Snapshot 2.

Created On	12/11/2025
Completed	No

Activity

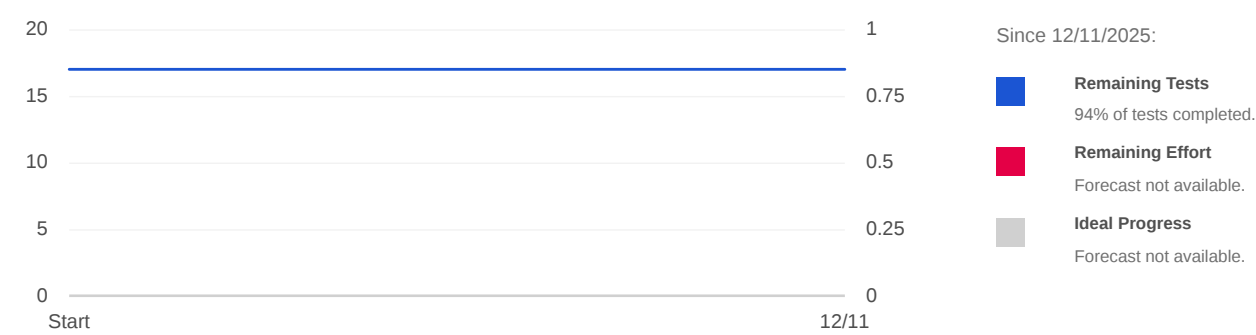


Thursday, December 11, 2025


Blocked	SCORE-02: Score decreases for unsafe actions [S3]	Marked by Derek R.
Passed	SCORE-05: Score and feedback stored and later viewable [S3]	Tested by Derek R.
Failed	SCORE-04: Score summary screen is displayed after session [S3]	Tested by Derek R.
Passed	SCORE-03: Time taken affects final score [S3]	Tested by Derek R.
Failed	REG-02: Authentication still works after later changes [S3]	Tested by Derek R.
Failed	REG-01: Wiring simulation still works after later changes [S3]	Tested by Derek R.
Passed	SCORE-01: Score is calculated based on task accuracy [S3]	Tested by Derek R.
Blocked	EQUIP-04: System enforces correct sequence of equipment usage [S3]	Marked by Derek R.
Failed	EQUIP-05: Equipment interaction events are logged [S3]	Tested by Derek R.
Passed	EQUIP-03: Invalid equipment placement is rejected [S3]	Tested by Derek R.
Passed	EQUIP-02: Trainee can place equipment at valid target location [S3]	Tested by Derek R.
Passed	EQUIP-01: Trainee can pick up equipment [S3]	Tested by Derek R.
Failed	DATA-06: Past scores are retrievable for a user [S3]	Tested by Derek R.
Skipped	DATA-04: Equipment session data stored with correct association [S3]	Marked by Derek R.
Passed	DATA-05: Scores are stored for completed training sessions [S3]	Tested by Derek R.

Failed	WIRE-07: Objective progress updates in real time [S3]	Tested by Derek R.
Passed	AUTH-06: User can log out [S3]	Tested by Derek R.
Untested	REG-02: Authentication still works after later changes [S3]	
Untested	REG-01: Wiring simulation still works after later changes [S3]	
Untested	SCORE-05: Score and feedback stored and later viewable [S3]	
Untested	SCORE-04: Score summary screen is displayed after session [S3]	
Untested	SCORE-03: Time taken affects final score [S3]	
Untested	SCORE-02: Score decreases for unsafe actions [S3]	
Untested	SCORE-01: Score is calculated based on task accuracy [S3]	
Untested	EQUIP-05: Equipment interaction events are logged [S3]	
Untested	EQUIP-04: System enforces correct sequence of equipment usage [S3]	
Untested	EQUIP-03: Invalid equipment placement is rejected [S3]	
Untested	EQUIP-02: Trainee can place equipment at valid target location [S3]	
Untested	EQUIP-01: Trainee can pick up equipment [S3]	
Untested	DATA-06: Past scores are retrievable for a user [S3]	
Untested	DATA-05: Scores are stored for completed training sessions [S3]	
Untested	DATA-04: Equipment session data stored with correct association [S3]	
Untested	WIRE-07: Objective progress updates in real time [S3]	
Untested	AUTH-06: User can log out [S3]	

Progress




Forecasts & Estimates



Based on the current activity and forecasts, the projected completion date for the test run(s) is:

**Unknown**  
*Forecast not possible*



The test run(s) were started **26 minutes ago** (12/11/2025).

Completed: 94% (16/17)  
Elapsed: 0hr 0min  
Tests / day: 16  
Hours / day: n/a



Metric

By Estimate

By Forecast

Completed

0hr 0min

n/a

To-do

0hr 0min

n/a

Total

0hr 0min

n/a

Tests & Results

1. Authentication & Accounts (1)

Covers user sign-up, login, logout, and session handling to ensure only authenticated trainees access the VR training simulation and their accounts behave correctly.

ID	Title	Status
T119	<a href="#">AUTH-06: User can log out [S3]</a>	Passed

2. VR Wiring Simulation (1)

Validates the core wiring training scenario, including loading the scene, showing objectives, handling wire interactions, and enforcing valid/invalid wiring behavior.

ID	Title	Status
T120	<a href="#">WIRE-07: Objective progress updates in real time [S3]</a>	Failed

3. Backend & Progress Persistence (3)

Tests how the backend and PostgreSQL database store and retrieve user accounts, training sessions, progress, and related data without corruption or crashes.

ID	Title	Status
T121	<a href="#">DATA-04: Equipment session data stored with correct association [S3]</a>	Skipped
T122	<a href="#">DATA-05: Scores are stored for completed training sessions [S3]</a>	Passed
T123	<a href="#">DATA-06: Past scores are retrievable for a user [S3]</a>	Failed

4. Equipment Handling (5)

Ensures trainees can pick up, move, place, and operate virtual equipment correctly, and that the system enforces proper usage rules inside the VR environment.

ID	Title	Status
T124	<a href="#">EQUIP-01: Trainee can pick up equipment [S3]</a>	Passed
T125	<a href="#">EQUIP-02: Trainee can place equipment at valid target location [S3]</a>	Passed
T126	<a href="#">EQUIP-03: Invalid equipment placement is rejected [S3]</a>	Passed
T127	<a href="#">EQUIP-04: System enforces correct sequence of equipment usage [S3]</a>	Blocked
T128	<a href="#">EQUIP-05: Equipment interaction events are logged [S3]</a>	Failed

5. Scoring & Feedback (5)

Verifies that performance scores are calculated based on accuracy, time, and safety, and that clear feedback and score summaries are shown and saved for later review.

ID	Title	Status
T129	SCORE-01: Score is calculated based on task accuracy [S3]	Passed
T130	SCORE-02: Score decreases for unsafe actions [S3]	Blocked
T131	SCORE-03: Time taken affects final score [S3]	Passed
T132	SCORE-04: Score summary screen is displayed after session [S3]	Failed
T133	SCORE-05: Score and feedback stored and later viewable [S3]	Passed

6. Performance & Stability (2)

Checks that the VR application remains responsive and stable over longer sessions, and that key actions like login and scenario loading complete within acceptable time limits.

ID	Title	Status
T134	REG-01: Wiring simulation still works after later changes [S3]	Failed
T135	REG-02: Authentication still works after later changes [S3]	Failed