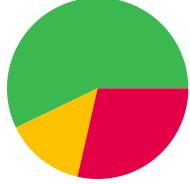




## SnapShot 4

Project: AstroStreet AR  
By Ricardo Ibanez, 12/12/2025 3:19 AM

### Run: snapshot 4



<span style="color: green;">■</span>	<b>4 Passed</b> 57% set to Passed	<span style="color: green;">■</span>	<b>0 Autom..ssed</b> 0% set to Autom..ssed
<span style="color: grey;">■</span>	<b>0 Blocked</b> 0% set to Blocked	<span style="color: red;">■</span>	<b>0 Autom..iled</b> 0% set to Autom..iled
<span style="color: yellow;">■</span>	<b>1 Skipped</b> 14% set to Skipped	<span style="color: grey;">■</span>	<b>0 Autom..rror</b> 0% set to Autom..rror
<span style="color: red;">■</span>	<b>2 Failed</b> 29% set to Failed		

**57%**  
passed

0 / 7 untested (0%).

Created On

12/12/2025

Completed

No

## Activity



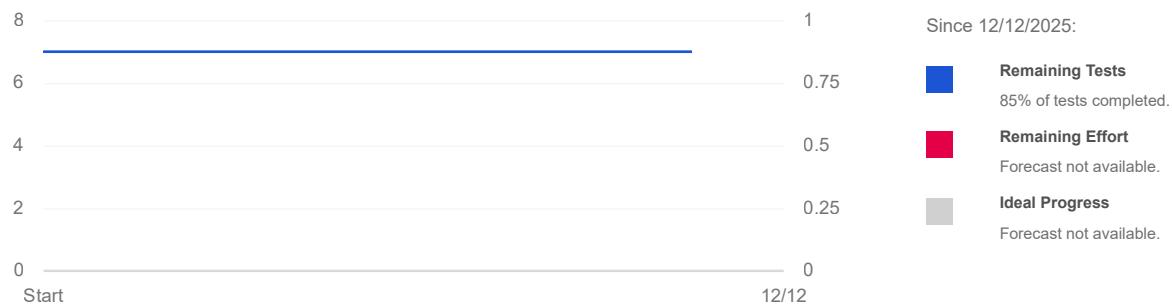
12/8/2025 – 12/12/2025:

<span style="color: green;">■</span>	<b>4 Passed</b> 57% set to Passed	<span style="color: green;">■</span>	<b>0 Autom..ssed</b> 0% set to Autom..ssed
<span style="color: gray;">■</span>	<b>0 Blocked</b> 0% set to Blocked	<span style="color: red;">■</span>	<b>0 Autom..iled</b> 0% set to Autom..iled
<span style="color: yellow;">■</span>	<b>1 Skipped</b> 14% set to Skipped	<span style="color: gray;">■</span>	<b>0 Autom..rror</b> 0% set to Autom..rror
<span style="color: red;">■</span>	<b>2 Failed</b> 29% set to Failed		

Friday, December 12, 2025

<span style="background-color: #e04060; border-radius: 15px; padding: 2px 10px; color: white;">Failed</span>	Tokens aren't being deducted when purchasing a new weapon	Tested by Ricardo I.
<span style="background-color: #e04060; border-radius: 15px; padding: 2px 10px; color: white;">Failed</span>	Each weapon behaves differently	Tested by Ricardo I.
<span style="background-color: #2e7131; border-radius: 15px; padding: 2px 10px; color: white;">Passed</span>	Different weapon options	Tested by Ricardo I.
<span style="background-color: #2e7131; border-radius: 15px; padding: 2px 10px; color: white;">Passed</span>	Restart from Game Over screen	Tested by Ricardo I.
<span style="background-color: #2e7131; border-radius: 15px; padding: 2px 10px; color: white;">Passed</span>	Difficulty affects gameplay parameters	Tested by Ricardo I.
<span style="background-color: #f0ad4e; border-radius: 15px; padding: 2px 10px; color: white;">Skipped</span>	Create goals and mini add-ons within a possible "mission"	Marked by Ricardo I.
<span style="background-color: #2e7131; border-radius: 15px; padding: 2px 10px; color: white;">Passed</span>	Login fails with invalid credentials	Tested by Ricardo I.
<span style="background-color: #cccccc; border-radius: 15px; padding: 2px 10px; color: black;">Untested</span>	Tokens aren't being deducted when purchasing a new weapon	
<span style="background-color: #cccccc; border-radius: 15px; padding: 2px 10px; color: black;">Untested</span>	Each weapon behaves differently	
<span style="background-color: #cccccc; border-radius: 15px; padding: 2px 10px; color: black;">Untested</span>	Different weapon options	
<span style="background-color: #cccccc; border-radius: 15px; padding: 2px 10px; color: black;">Untested</span>	Restart from Game Over screen	
<span style="background-color: #cccccc; border-radius: 15px; padding: 2px 10px; color: black;">Untested</span>	Difficulty affects gameplay parameters	
<span style="background-color: #cccccc; border-radius: 15px; padding: 2px 10px; color: black;">Untested</span>	Create goals and mini add-ons within a possible "mission"	
<span style="background-color: #cccccc; border-radius: 15px; padding: 2px 10px; color: black;">Untested</span>	Login fails with invalid credentials	

## Progress



## Forecasts & Estimates

	Based on the current activity and forecasts, the projected completion date for the test run(s) is:	<b>Unknown</b> <i>Forecast not possible</i>
	The test run(s) were started <b>30 minutes ago</b> (12/12/2025).	Completed: 85% (6/7) Elapsed: 0hr 0min Tests / day: 6 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. Bugs (7)

ID	Title	Status
T154	Login fails with invalid credentials	Passed
T155	Create goals and mini add-ons within a possible“mission”	Skipped
T156	Difficulty affects gameplay parameters	Passed
T157	Restart from Game Over screen	Passed
T158	Different weapon options	Passed
T159	Each weapon behaves differently	Failed
T160	Tokens aren't being deducted when purchasing a new weapon	Failed

Generated with TestRail [test management](#) software – 9.7.2.1003  
Report: Runs (Summary), by Gurock Software (Version 1)