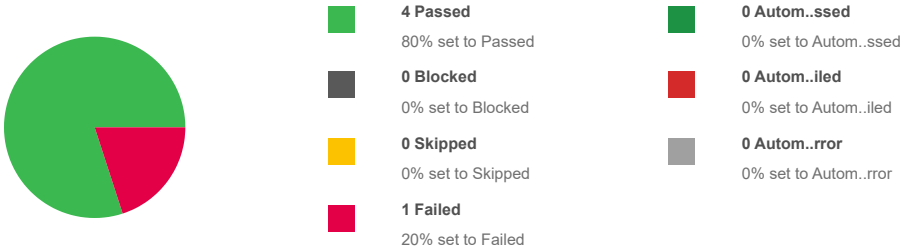




SnapShot 22

Project: AstroStreet AR  
By Ricardo Ibanez, 12/12/2025 2:58 AM

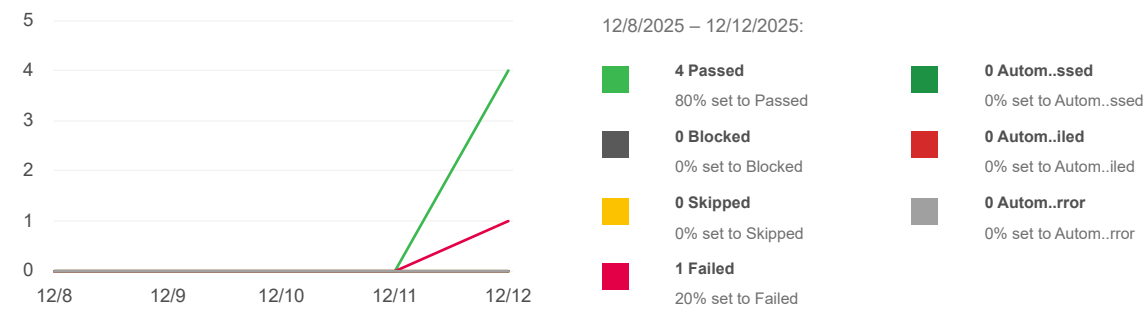
Run: Snapshot2



80%  
passed  
0 / 5 untested (0%).

Created On	12/12/2025
Completed	No

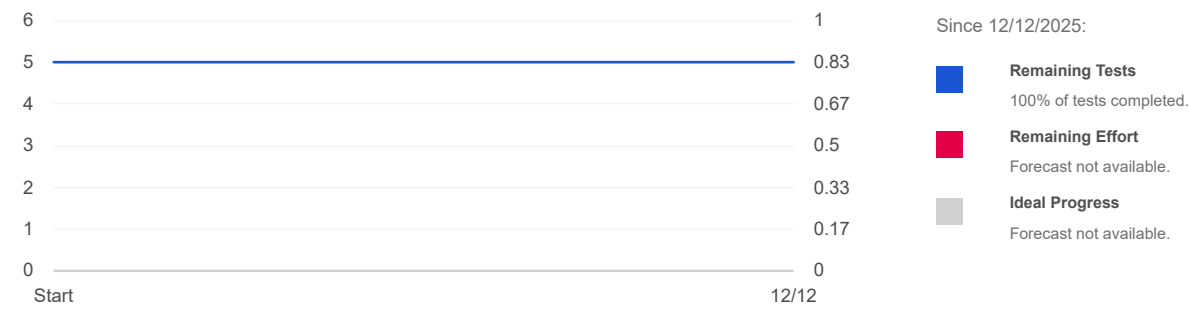
Activity




Friday, December 12, 2025

Passed	Game over	Tested by Ricardo I.
Passed	Difficulty option	Tested by Ricardo I.
Failed	Adjust randomized asteroid sizing	Tested by Ricardo I.
Passed	Add health damage effects	Tested by Ricardo I.
Passed	Create goals and mini add-ons within a possible"mission"	Tested by Ricardo I.
Untested	Game over	
Untested	Difficulty option	
Untested	Adjust randomized asteroid sizing	
Untested	Add health damage effects	
Untested	Create goals and mini add-ons within a possible"mission"	

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 **23 minutes ago** (12/12/2025).

Completed: 100% (5/5)  
Elapsed: 0hr 0min  
Tests / day: 5  
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 (5)

ID	Title	Status
T143	Create goals and mini add-ons within a possible"mission"	Passed
T144	Add health damage effects	Passed
T145	Adjust randomized asteroid sizing	Failed
T146	Difficulty option	Passed
T147	Game over	Passed

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Report: Runs (Summary), by Gurock Software (Version 1)