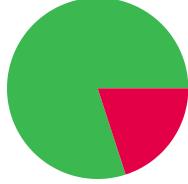




SnapShot 22

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

Run: Snapshot2



■	4 Passed 80% set to Passed	■	0 Autom..ssed 0% set to Autom..ssed
■	0 Blocked 0% set to Blocked	■	0 Autom..iled 0% set to Autom..iled
■	0 Skipped 0% set to Skipped	■	0 Autom..rror 0% set to Autom..rror
■	1 Failed 20% set to Failed		

80%
passed

0 / 5 untested (0%).

Created On

12/12/2025

Completed

No

Activity



12/8/2025 – 12/12/2025:

■	4 Passed 80% set to Passed	■	0 Autom..ssed 0% set to Autom..ssed
■	0 Blocked 0% set to Blocked	■	0 Autom..iled 0% set to Autom..iled
■	0 Skipped 0% set to Skipped	■	0 Autom..rror 0% set to Autom..rror
■	1 Failed 20% set to Failed		

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

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