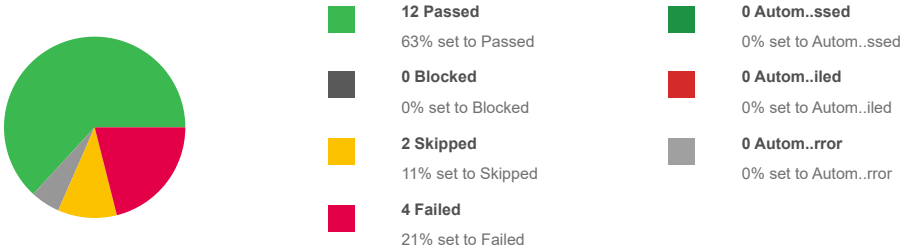




All testcases

Project: AstroStreet AR
By Ricardo Ibanez, 12/12/2025 3:28 AM

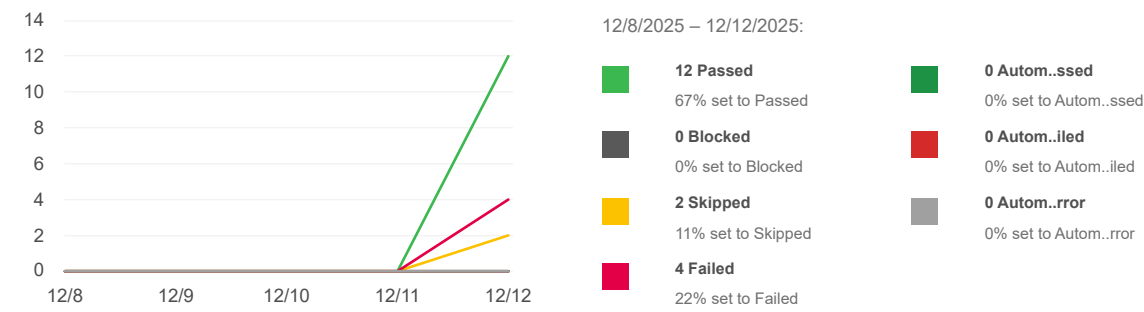
Run: Test Run 12/12/2025



63%
passed
1 / 19 untested (5%).

Milestone	Sprint 1
Created On	12/12/2025
Test Run Started on	12/11/2025
Test Run Ended on	12/25/2025
Completed	No

Activity

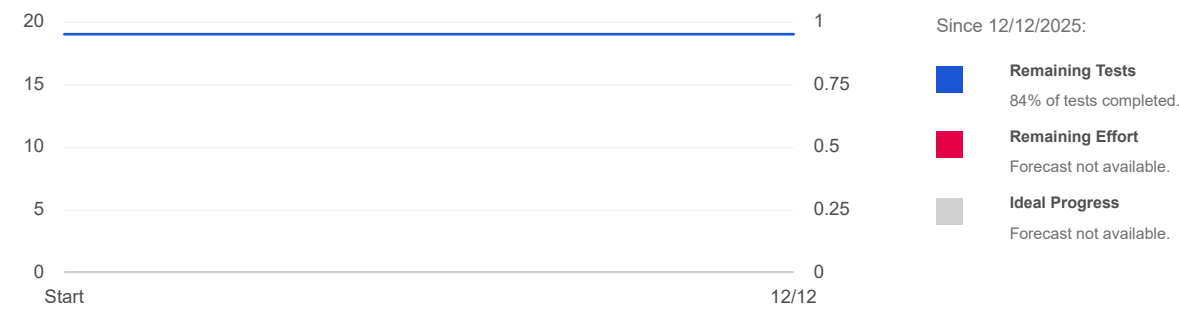


Friday, December 12, 2025


Passed	When health bar touches 0, game doesn't end	Tested by Ricardo I.
Failed	Asteroid isn't being randomized	Tested by Ricardo I.
Passed	Tokens aren't being deducted when purchasing a new weapon	Tested by Ricardo I.
Passed	HitBox isn't taking place	Tested by Ricardo I.
Skipped	Each weapon behaves differently	Marked by Ricardo I.
Failed	Different weapon options	Tested by Ricardo I.
Passed	No damage when shot misses	Tested by Ricardo I.
Skipped	Shooting affects/damage	Marked by Ricardo I.
Passed	Restart from Game Over screen	Tested by Ricardo I.
Passed	Game over	Tested by Ricardo I.
Passed	Difficulty option	Tested by Ricardo I.
Passed	Adjust randomized asteroid sizing	Tested by Ricardo I.
Passed	No damage when collision is avoided	Tested by Ricardo I.
Passed	Add health damage effects	Tested by Ricardo I.
Failed	Mini add-ons trigger correctly during mission	Tested by Ricardo I.
Passed	Create goals and mini add-ons within a possible"mission"	Tested by Ricardo I.
Passed	Login fails with invalid credentials	Tested by Ricardo I.
Failed	HitBox isnt taking place	Tested by Ricardo I.
Untested	When health bar touches 0, game doesn't end	
Untested	Asteroid isn't being randomized	
Untested	Tokens aren't being deducted when purchasing a new weapon	
Untested	HitBox isn't taking place	
Untested	Each weapon behaves differently	
Untested	Different weapon options	
Untested	No damage when shot misses	
Untested	Shooting affects/damage	
Untested	Restart from Game Over screen	

Untested	Game over
Untested	Difficulty affects gameplay parameters
Untested	Difficulty option
Untested	Adjust randomized asteroid sizing
Untested	No damage when collision is avoided
Untested	Add health damage effects
Untested	Mini add-ons trigger correctly during mission
Untested	Create goals and mini add-ons within a possible"mission"
Untested	Login fails with invalid credentials
Untested	HitBox isnt taking place

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 **2 hours ago** (12/12/2025).

Completed: 84% (16/19)
Elapsed: 131 hours
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. Bugs (19)

ID	Title	Status
T105	HitBox isnt taking place	Failed
T106	Login fails with invalid credentials	Passed
T107	Create goals and mini add-ons within a possible"mission"	Passed
T108	Mini add-ons trigger correctly during mission	Failed
T109	Add health damage effects	Passed
T110	No damage when collision is avoided	Passed
T111	Adjust randomized asteroid sizing	Passed
T112	Difficulty option	Passed
T113	Difficulty affects gameplay parameters	Untested
T114	Game over	Passed
T115	Restart from Game Over screen	Passed
T116	Shooting affects/damage	Skipped
T117	No damage when shot misses	Passed
T118	Different weapon options	Failed
T119	Each weapon behaves differently	Skipped
T120	HitBox isn't taking place	Passed
T121	Tokens aren't being deducted when purchasing a new weapon	Passed
T122	Asteroid isn't being randomized	Failed
T123	When health bar touches 0, game doesn't end	Passed

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