



SnapShot 3

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

Run: snapshot 3



4 Passed
67% set to Passed

0 Blocked
0% set to Blocked

1 Skipped
17% set to Skipped

1 Failed
17% set to Failed

0 Automated
0% set to Automated

0 Automated Failed
0% set to Automated Failed

0 Automated Error
0% set to Automated Error

67%
passed

0 / 6 untested (0%).

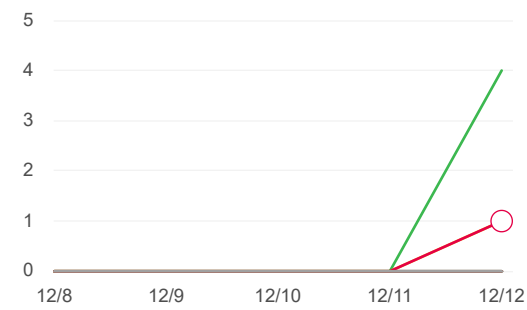
Created On

12/12/2025

Completed

No

Activity



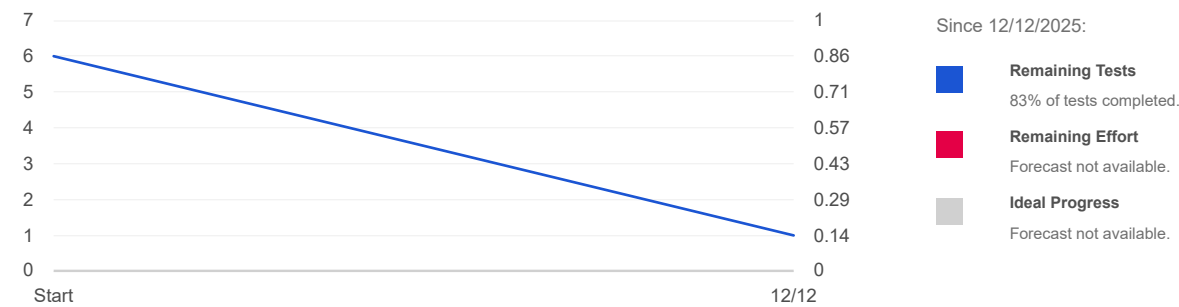
12/8/2025 – 12/12/2025:

<div></div>	4 Passed 67% set to Passed	<div></div>	0 Autom..ssed 0% set to Autom..ssed
<div></div>	0 Blocked 0% set to Blocked	<div></div>	0 Autom..iled 0% set to Autom..iled
<div></div>	1 Skipped 17% set to Skipped	<div></div>	0 Autom..rror 0% set to Autom..rror
<div></div>	1 Failed 17% set to Failed		


Friday, December 12, 2025

Passed	When health bar touches 0, game doesn't end	Tested by Ricardo I.
Failed	Each weapon behaves differently	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	Adjust randomized asteroid sizing	Tested by Ricardo I.
Untested	When health bar touches 0, game doesn't end	
Untested	Each weapon behaves differently	
Untested	No damage when shot misses	
Untested	Shooting affects/damage	
Untested	Restart from Game Over screen	
Untested	Adjust randomized asteroid sizing	

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

Completed: 83% (5/6)
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 (6)

ID	Title	Status
T148	Adjust randomized asteroid sizing	Passed
T149	Restart from Game Over screen	Passed
T150	Shooting affects/damage	Skipped
T151	No damage when shot misses	Passed
T152	Each weapon behaves differently	Failed
T153	When health bar touches 0, game doesn't end	Passed

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