Popo Escape - Feature #109

Feature # 65 (To do): Implementation - From design to code

Feature # 67 (Closed): Implement engine code changes

Implement static collision meshes

2021-07-24 09:17 - Fredrick Amnehagen

Status:	Closed		Start date:	2021-07-24
Priority:	Normal		Due date:	
Assignee:	Fredrick Amnehagen		% Done:	100%
Category:	Engine Programming		Estimated time:	2:00 hours
Target version:	Sprint 2 - First glimpse		Spent time:	4:30 hours
Description				
The engine needs support for static collision meshes. Find out what changes are necessary and implement them.				

History

#1 - 2021-07-24 09:23 - Fredrick Amnehagen

- *Status changed from To do to In Progress*

#2 - 2021-07-24 15:45 - Fredrick Amnehagen

- *% Done changed from 10 to 80*

#3 - 2021-07-24 15:45 - Fredrick Amnehagen

- *% Done changed from 80 to 70*

#4 - 2021-07-24 17:59 - Fredrick Amnehagen

- *Target version changed from Backlog to Sprint 1 - Projectstart*

#5 - 2021-07-27 09:55 - Fredrick Amnehagen

- *Target version changed from Sprint 1 - Projectstart to Sprint 2 - First glimpse*

#6 - 2021-07-27 13:05 - Fredrick Amnehagen

- *% Done changed from 70 to 80*

#7 - 2021-07-27 16:28 - Fredrick Amnehagen

- *% Done changed from 80 to 100*

#8 - 2021-07-27 16:28 - Fredrick Amnehagen

- *Status changed from In Progress to Closed*