

Popo Escape - Feature #111

Bullet debug rendering

2021-07-27 16:33 - Fredrick Amnehagen

Status:	In Progress	Start date:	2021-07-27
Priority:	High	Due date:	2021-07-30
Assignee:		% Done:	80%
Category:	Engine Programming	Estimated time:	2:00 hours
Target version:	Backlog	Spent time:	8:00 hours
Description			
As a developer and tester I need to see what is happening behind the scenes in the physics world while fiddling with the game world.			
Implement a bullet debug drawing algorithm to render the geometry lines of the physics objects on top of the game world.			

History

#1 - 2021-07-27 16:33 - Fredrick Amnehagen

- Status changed from To do to In Progress

#2 - 2021-07-28 21:52 - Fredrick Amnehagen

- % Done changed from 10 to 80

#3 - 2021-07-30 18:33 - Fredrick Amnehagen

- Target version changed from Sprint 2 - First glimpse to Backlog

#4 - 2022-03-09 15:03 - Fredrick Amnehagen

- Assignee deleted (Fredrick Amnehagen)