Popo Escape - Feature #112

2nd player controllable hovercraft

2021-07-29 07:59 - Fredrick Amnehagen

Status:	Closed	**Start date:**	2021-07-29
Priority:	Normal	**Due date:**	2021-07-29
Assignee:	Fredrick Amnehagen	**% Done:**	100%
Category:	Game Programming	**Estimated time:**	0:00 hour
Target version:	Sprint 2 - First glimpse	**Spent time:**	2:05 hours

Description

Since the gamejam is nearing its deadline. Skip all proper physics and make the world a concave circle floating in the air. Let a second player controlled hovercraft compete for victory in a last-man-standing contest.

Subtasks:

Feature # 113: Implement an empty concave world	**Closed**
Feature # 114: Add a second player controlled hovercraft	**Closed**

History

#1 - 2021-07-29 09:39 - Fredrick Amnehagen

- Status changed from To do to Closed