Popo Escape - Feature #113

Feature # 112 (Closed): 2nd player controllable hovercraft

Implement an empty concave world

2021-07-29 08:00 - Fredrick Amnehagen

Status:	Closed	**Start date:**	2021-07-29	
Priority:	High	**Due date:**	2021-07-29	
Assignee:	Fredrick Amnehagen	**% Done:**	100%	
Category:	Level Design	**Estimated time:**	0:30 hour	
Target version:	Sprint 2 - First glimpse	**Spent time:**	0:35 hour	

Description

In blender, create a concave world. Like a lens. Then export and test in the game.

History

#1 - 2021-07-29 08:01 - Fredrick Amnehagen

- % Done changed from 0 to 50

#2 - 2021-07-29 09:33 - Fredrick Amnehagen

- % Done changed from 50 to 100

#3 - 2021-07-29 09:33 - Fredrick Amnehagen

- Status changed from To do to Closed