

Popo Escape - Feature #115

Create an end game state

2021-07-29 14:14 - Fredrick Amnehagen

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|--|--------------------|------------------------|------------|
| Status: | To do | Start date: | 2021-07-29 |
| Priority: | Normal | Due date: | 2021-07-29 |
| Assignee: | | % Done: | 0% |
| Category: | Game Programming | Estimated time: | 3:00 hours |
| Target version: | Sprint 3 - Testing | Spent time: | 0:00 hour |
| Description Create an end game state. <ul style="list-style-type: none">• Make the entities that fall over the edge, remove themselves.• Make the game periodically check of there are no more entities to push away, and show a splash screen. | | | |

History

#1 - 2021-07-30 18:34 - Fredrick Amnehagen

- Target version changed from Sprint 2 - First glimpse to Sprint 3 - Testing

#2 - 2022-03-09 15:03 - Fredrick Amnehagen

- Assignee deleted (Fredrick Amnehagen)