Popo Escape - Feature #48

Feature # 47 (To do): Game Mechanics Design

Actions and Feedback as well as Visualization

2021-07-12 21:12 - Fredrick Amnehagen

Status:	Closed		**Start date:**	2021-07-13
Priority:	Normal		**Due date:**	2021-07-13
Assignee:	Fredrick Amnehagen		**% Done:**	100%
Category:	Game Design		**Estimated time:**	2:00 hours
Target version:	Sprint 1 - Projectstart		**Spent time:**	1:05 hour

Description

Plan selection of player actions and player feedback (interaction) as well as visualization.
Check the books, add the decisions to the game docs.

History

#1 - 2021-07-12 21:12 - Fredrick Amnehagen

- Copied from Feature #47: Game Mechanics Design added

#2 - 2021-07-12 21:15 - Fredrick Amnehagen

- Copied to Feature #49: Design iteration added

#3 - 2021-07-17 18:25 - Fredrick Amnehagen

- % Done changed from 0 to 80

#4 - 2021-07-17 18:25 - Fredrick Amnehagen

- Status changed from To do to In Progress

#5 - 2021-07-17 18:36 - Fredrick Amnehagen

- % Done changed from 80 to 60

#6 - 2021-07-17 20:14 - Fredrick Amnehagen

- % Done changed from 60 to 100

- Status changed from In Progress to Closed

https://docs.google.com/document/d/19AcHz8q6iTr9N86HdVZMRwo0lQQ5MtcL6YhowQ8XQlc/edit#

#7 - 2021-07-17 20:14 - Fredrick Amnehagen

- Copied from deleted (Feature #47: Game Mechanics Design)

#8 - 2021-07-17 20:14 - Fredrick Amnehagen

- Copied to deleted (Feature #49: Design iteration)