

Popo Escape - Feature #50

Handle feedback on game design

2021-07-12 21:18 - Fredrick Amnehagen

Status:	To do	Start date:	2021-08-02
Priority:	Normal	Due date:	2021-08-02
Assignee:		% Done:	0%
Category:	Game Design	Estimated time:	2:00 hours
Target version:		Spent time:	0:00 hour
Description Investigate what could be better with the time given, using the feedback from testing. Implement the changes in the game and project docs, as well as possible the game itself if there is time.			
Related issues: Copied from Popo Escape - Feature #49: Design iteration			
		To do	2021-07-27 2021-07-27

History

- #1 - 2021-07-12 21:18 - Fredrick Amnehagen
- Copied from Feature #49: Design iteration added
- #2 - 2021-07-12 21:21 - Fredrick Amnehagen
- Parent task deleted (#47)
- #3 - 2022-03-09 15:04 - Fredrick Amnehagen
- Target version deleted (Sprint 4 - Feedback)
- #4 - 2022-03-09 15:04 - Fredrick Amnehagen
- Assignee deleted (Fredrick Amnehagen)