Popo Escape - Feature #51

Level design

2021-07-12 21:20 - Fredrick Amnehagen

Status:	Closed	**Start date:**	2021-07-14
Priority:	Normal	**Due date:**	2021-07-14
Assignee:	Fredrick Amnehagen	**% Done:**	100%
Category:	Game Design	**Estimated time:**	0:00 hour
Target version:	Sprint 1 - Projectstart	**Spent time:**	2:00 hours

Description

The game needs a level. Do some level design in the sub-tasks.

Subtasks:

Feature # 52: References and Moodboard for level design	**Closed**
Feature # 53: Level draft	**Closed**

History

#1 - 2021-07-20 14:43 - Fredrick Amnehagen

- Status changed from To do to Closed