

Popo Escape - Feature #53

Feature # 51 (Closed): Level design

Level draft

2021-07-12 21:26 - Fredrick Amnehagen

Status:	Closed	Start date:	2021-07-14
Priority:	Normal	Due date:	2021-07-14
Assignee:	Fredrick Amnehagen	% Done:	100%
Category:	Level Design	Estimated time:	2:00 hours
Target version:	Sprint 1 - Projectstart	Spent time:	0:30 hour
Description Using the references and moodboard as well as notes from level design books and other sources, create a level draft in 2D. On paper or digital art. We need a road, some buildings, dynamic objects and alleyways. This version should only have a flat road, no hills.			
Related issues: Copied from Popo Escape - Feature #52: References and Moodboard for level design			
		Closed	2021-07-14 2021-07-14

History

#1 - 2021-07-12 21:26 - Fredrick Amnehagen

- Copied from Feature #52: References and Moodboard for level design added

#2 - 2021-07-12 21:27 - Fredrick Amnehagen

- Description updated

#3 - 2021-07-20 14:37 - Fredrick Amnehagen

- Target version changed from Sprint 1 - Projectstart to Sprint 3 - Testing

#4 - 2021-07-20 14:37 - Fredrick Amnehagen

- Target version changed from Sprint 3 - Testing to Sprint 1 - Projectstart

#5 - 2021-07-20 14:42 - Fredrick Amnehagen

- % Done changed from 0 to 100

#6 - 2021-07-20 14:42 - Fredrick Amnehagen

- Status changed from To do to Closed