

Popo Escape - Feature #54

Create a game world

2021-07-12 21:29 - Fredrick Amnehagen

<b>Status:</b>	Closed	<b>Start date:</b>	2021-07-14
<b>Priority:</b>	Normal	<b>Due date:</b>	2021-07-24
<b>Assignee:</b>	Jonathan Bernal	<b>% Done:</b>	100%
<b>Category:</b>	Level Design	<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>	Sprint 2 - First glimpse	<b>Spent time:</b>	1:15 hour
<b>Description</b> Players need a world to play in. Perform the sub-tasks to create one.			
<b>Subtasks:</b> Feature # 55: Create a rough 3D-sketch Feature # 56: Prepare 3D-sketch for export			
			Closed
			Closed

History

- #1 - 2021-07-12 21:31 - Fredrick Amnehagen
  - Copied to Feature #55: Create a rough 3D-sketch added
- #2 - 2021-07-23 13:42 - Fredrick Amnehagen
  - Copied to deleted (Feature #55: Create a rough 3D-sketch)
- #3 - 2021-07-23 18:22 - Fredrick Amnehagen
  - Target version changed from Sprint 1 - Projectstart to Sprint 2 - First glimpse
- #4 - 2021-07-27 14:29 - Fredrick Amnehagen
  - Assignee changed from Fredrick Amnehagen to Jonathan Bernal
- #5 - 2021-07-29 14:11 - Fredrick Amnehagen
  - Status changed from To do to Closed