

## Popo Escape - Feature #56

Feature # 54 (Closed): Create a game world

### Prepare 3D-sketch for export

2021-07-12 21:45 - Fredrick Amnehagen

<b>Status:</b>	Closed	<b>Start date:</b>	2021-07-16
<b>Priority:</b>	Normal	<b>Due date:</b>	2021-07-24
<b>Assignee:</b>	Fredrick Amnehagen	<b>% Done:</b>	100%
<b>Category:</b>	Level Design	<b>Estimated time:</b>	1:00 hour
<b>Target version:</b>	Sprint 1 - Projectstart	<b>Spent time:</b>	0:15 hour
<b>Description</b>			
Take the previously create 3D-sketch and the instructions from the exporter and prepare it for export.			

### History

#### #1 - 2021-07-12 21:45 - Fredrick Amnehagen

- Copied from Feature #55: Create a rough 3D-sketch added

#### #2 - 2021-07-12 21:47 - Fredrick Amnehagen

- Estimated time changed from 2:00 h to 1:00 h
- Start date changed from 2021-07-14 to 2021-07-16
- Due date changed from 2021-07-15 to 2021-07-17
- Description updated
- Subject changed from Create a rough 3D-sketch to Prepare 3D-sketch for export

#### #3 - 2021-07-23 13:42 - Fredrick Amnehagen

- Copied from deleted (Feature #55: Create a rough 3D-sketch)

#### #4 - 2021-07-23 18:22 - Fredrick Amnehagen

- Due date changed from 2021-07-17 to 2021-07-24

#### #5 - 2021-07-27 09:53 - Fredrick Amnehagen

- % Done changed from 0 to 100

#### #6 - 2021-07-27 09:53 - Fredrick Amnehagen

- Status changed from To do to Closed