

Popo Escape - Feature #57

Handle feedback on level design

2021-07-12 21:49 - Fredrick Amnehagen

Status:	To do	Start date:	2021-08-02
Priority:	Normal	Due date:	2021-08-02
Assignee:		% Done:	0%
Category:	Level Design	Estimated time:	1:00 hour
Target version:	Sprint 4 - Feedback	Spent time:	0:00 hour
Description			
Plan and implement changes into the level, then export and implement into the game.			

History

#1 - 2022-03-09 15:04 - Fredrick Amnehagen

- Assignee deleted (Fredrick Amnehagen)