

Popo Escape - Feature #58

System Architecture

2021-07-12 21:51 - Fredrick Amnehagen

Status:	Closed	Start date:	2021-07-14
Priority:	Normal	Due date:	2021-07-14
Assignee:	Fredrick Amnehagen	% Done:	100%
Category:	System Arcitecture	Estimated time:	0:00 hour
Target version:	Sprint 1 - Projectstart	Spent time:	2:30 hours
Description Engine and Game system arcitecture for programming. Perform the sub-tasks.			
Subtasks:			
Feature # 59: Plan engine changes			Closed
Feature # 60: Plan game systems			Closed

History

#1 - 2021-07-23 18:17 - Fredrick Amnehagen

- Status changed from To do to Resolved

#2 - 2021-07-23 18:18 - Fredrick Amnehagen

- Status changed from Resolved to Closed