

Popo Escape - Feature #61

Import-Export systems

2021-07-12 21:56 - Fredrick Amnehagen

Status:	To do	Start date:	2021-07-14
Priority:	Normal	Due date:	2021-08-05
Assignee:		% Done:	75%
Category:	Dev-Ops	Estimated time:	0:00 hour
Target version:	Sprint 3 - Testing	Spent time:	1:30 hour
Description			
The game's content pipeline needs to be planned and implemented. Perform the sub-tasks to whip one up.			
Subtasks:			
Feature # 62: Plan and design the Blender export system			Closed
Feature # 63: Implement the Blender level export system			Closed
Feature # 64: Plan and design the game import system			To do

History

- #1 - 2021-07-27 09:54 - Fredrick Amnehagen
 - Target version changed from Sprint 1 - Projectstart to Sprint 2 - First glimpse
- #2 - 2021-07-29 14:11 - Fredrick Amnehagen
 - Target version changed from Sprint 2 - First glimpse to Sprint 3 - Testing
- #3 - 2022-03-09 15:00 - Fredrick Amnehagen
 - Assignee deleted (Fredrick Amnehagen)