

Popo Escape - Feature #64

Feature # 61 (To do): Import-Export systems

Plan and design the game import system

2021-07-12 22:05 - Fredrick Amnehagen

Status:	To do	Start date:	2021-08-05
Priority:	Normal	Due date:	2021-08-05
Assignee:		% Done:	0%
Category:	Dev-Ops	Estimated time:	1:00 hour
Target version:	Sprint 3 - Testing	Spent time:	0:00 hour
Description			
Plan and design the system. It will be implemented in the game implementation tasks.			
Related issues:			
Copied from Popo Escape - Feature #63: Implement the Blender level export system			Closed 2021-08-04 2021-08-04

History

- #1 - 2021-07-12 22:05 - Fredrick Amnehagen
 - Copied from Feature #63: Implement the Blender level export system added
- #2 - 2021-07-20 15:15 - Fredrick Amnehagen
 - Target version changed from Sprint 1 - Projectstart to Sprint 2 - First glimpse
- #3 - 2021-07-29 14:11 - Fredrick Amnehagen
 - Target version changed from Sprint 2 - First glimpse to Sprint 3 - Testing
- #4 - 2021-07-29 14:15 - Fredrick Amnehagen
 - Start date changed from 2021-07-15 to 2021-08-05
 - Due date changed from 2021-07-15 to 2021-08-05
- #5 - 2022-03-09 15:04 - Fredrick Amnehagen
 - Assignee deleted (Fredrick Amnehagen)