

Popo Escape - Feature #65

Implementation - From design to code

2021-07-12 22:07 - Fredrick Amnehagen

Status:	To do	Start date:	2021-07-15
Priority:	Normal	Due date:	2021-08-03
Assignee:		% Done:	57%
Category:	Game Programming	Estimated time:	0:00 hour
Target version:	Backlog	Spent time:	16:00 hours
<b>Description</b> This is the big implementation parent task. The implementation of the engine changes and the game systems.			
<b>Subtasks:</b>			
Feature # 66: Create project in Git and IDE			Closed
Feature # 67: Implement engine code changes			Closed
Feature # 109: Implement static collision meshes			Closed
Feature # 68: Implement engine code changes			Closed
Feature # 69: Implement engine code changes			To do
Feature # 70: Implement engine code changes			To do
Feature # 71: Implement level import system			To do
Feature # 72: Implement game systems			Closed
Feature # 73: Implement game systems			Closed
Feature # 74: Implement game systems			To do
Feature # 75: Implement game systems			To do

History

#1 - 2021-07-17 16:44 - Fredrick Amnehagen

- Assignee deleted (Fredrick Amnehagen)