Popo Escape - Feature #67

Feature # 65 (To do): Implementation - From design to code

Implement engine code changes

2021-07-12 22:11 - Fredrick Amnehagen

Status:	Closed		**Start date:**	2021-07-24
Priority:	Normal		**Due date:**	
Assignee:	Fredrick Amnehagen		**% Done:**	100%
Category:	Engine Programming		**Estimated time:**	9:00 hours
Target version:	Sprint 2 - First glimpse		**Spent time:**	4:30 hours

Description			
Implement the planned changes into the game engine codebase.			
Subtasks:			
Feature # 109: Implement static collision meshes			**Closed**
Related issues:			
Copied from Popo Escape - Feature #66: Create project in Git and IDE	**Closed**	**2021-07-15**	**2021-07-15**
Copied to Popo Escape - Feature #68: Implement engine code changes	**Closed**	**2021-07-19**	**2021-07-22**

History

#1 - 2021-07-12 22:11 - Fredrick Amnehagen

- Copied from Feature #66: Create project in Git and IDE added

#2 - 2021-07-12 22:12 - Fredrick Amnehagen

- Copied to Feature #68: Implement engine code changes added

#3 - 2021-07-27 09:54 - Fredrick Amnehagen

- Target version changed from Sprint 1 - Projectstart to Sprint 2 - First glimpse

#4 - 2021-07-30 18:34 - Fredrick Amnehagen

- Status changed from To do to Closed