Popo Escape - Feature #71

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

Implement level import system

2021-07-12 22:15 - Fredrick Amnehagen

Status:	To do		**Start date:**	2021-08-03
Priority:	Normal		**Due date:**	2021-08-03
Assignee:			**% Done:**	0%
Category:	Game Programming		**Estimated time:**	2:00 hours
Target version:	Sprint 3 - Testing		**Spent time:**	0:00 hour

Description

Implement the plans for the level import system.

Related issues:

Copied from Popo Escape - Feature #70: Implement engine code changes	**To do**	**2021-08-03**	**2021-08-03**
Copied to Popo Escape - Feature #72: Implement game systems	**Closed**	**2021-07-16**	**2021-07-17**

History

#1 - 2021-07-12 22:15 - Fredrick Amnehagen

- Copied from Feature #70: Implement engine code changes added

#2 - 2021-07-12 22:17 - Fredrick Amnehagen

- Copied to Feature #72: Implement game systems added

#3 - 2021-07-29 14:11 - Fredrick Amnehagen

- Target version changed from Sprint 2 - First glimpse to Sprint 3 - Testing

#4 - 2021-07-29 14:16 - Fredrick Amnehagen

- Start date changed from 2021-07-20 to 2021-08-03

- Due date changed from 2021-07-20 to 2021-08-03

#5 - 2022-03-09 15:04 - Fredrick Amnehagen

- Assignee deleted (Fredrick Amnehagen)