

Popo Escape - Feature #72

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

Implement game systems

2021-07-12 22:17 - Fredrick Amnehagen

Status:	Closed	Start date:	2021-07-16
Priority:	Normal	Due date:	2021-07-17
Assignee:	Fredrick Amnehagen	% Done:	70%
Category:	Game Programming	Estimated time:	4:30 hours
Target version:	Sprint 2 - First glimpse	Spent time:	2:30 hours
Description			
Implement the plans for the level import system.			
Related issues:			
Copied from Popo Escape - Feature #71: Implement level import system		To do	2021-08-03 2021-08-03
Copied to Popo Escape - Feature #73: Implement game systems		Closed	2021-07-19 2021-07-22

History

#1 - 2021-07-12 22:17 - Fredrick Amnehagen

- Copied from Feature #71: Implement level import system added

#2 - 2021-07-12 22:18 - Fredrick Amnehagen

- Copied to Feature #73: Implement game systems added

#3 - 2021-07-23 21:54 - Fredrick Amnehagen

- % Done changed from 0 to 10

#4 - 2021-07-24 22:30 - Fredrick Amnehagen

- % Done changed from 10 to 70

#5 - 2021-07-24 22:31 - Fredrick Amnehagen

- Status changed from To do to In Progress

#6 - 2021-07-24 22:33 - Fredrick Amnehagen

Check these for triangle mesh in bullet:

- <https://www.programmersought.com/article/40163714277/>
- https://www.reddit.com/r/gamedev/comments/jggq0x/bullet3_question_btvttrianglemeshshape_for/
- <https://github.com/kripken/ammo.js/issues/5>
- <https://www.gamedev.net/forums/topic/657311-bullet-physics-objects-pass-through-certain-triangles-in-mesh/5157716/>
- <https://pybullet.org/Bullet/phpBB3/viewtopic.php?t=12046>

#7 - 2021-07-27 09:55 - Fredrick Amnehagen

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

#8 - 2021-07-30 18:34 - Fredrick Amnehagen

- Status changed from In Progress to Closed