

Popo Escape - Feature #77

Create game content

2021-07-12 22:44 - Fredrick Amnehagen

Status:	To do	Start date:	2021-07-12
Priority:	Normal	Due date:	2021-07-24
Assignee:		% Done:	100%
Category:	Level Design	Estimated time:	0:00 hour
Target version:	Backlog	Spent time:	7:05 hours
Description			
A parent task for game art assets, exports and game entities.			
Subtasks:			
Feature # 78: Compile references for 3D environment			Closed
Feature # 79: Create static entities			Closed
Feature # 80: Create the road			Closed
Feature # 81: Create the buildings			Closed
Feature # 82: Create dynamic entities			To do
Feature # 83: Create a fence entity			Closed
Feature # 84: Create a restaurant chairs and tables entites			Closed
Feature # 85: Create a pile of papers entity			Closed
Feature # 86: Create a tree entity			Closed
Feature # 87: Create a street light entity			Closed
Feature # 88: Create a trash can entity			Closed
Feature # 89: Create a park bench entity			Closed
Feature # 90: Create a garbage container entity			Closed

History

#1 - 2021-07-17 16:45 - Fredrick Amnehagen

- Assignee deleted (Fredrick Amnehagen)