

Popo Escape - Feature #79

Feature # 77 (To do): Create game content

Create static entities

2021-07-12 22:49 - Fredrick Amnehagen

Status:	Closed	Start date:	2021-07-14
Priority:	Normal	Due date:	2021-07-15
Assignee:	Jonathan Bernal	% Done:	100%
Category:	Graphics	Estimated time:	0:00 hour
Target version:	Sprint 2 - First glimpse	Spent time:	0:00 hour
Description Create the entities that will not be rigid bodies, but in fact will never move. Static as in not moving, but still being collided with, like mountain.			
Subtasks: Feature # 80: Create the road Closed Feature # 81: Create the buildings Closed			

History

- #1 - 2021-07-27 09:55 - Fredrick Amnehagen
- Target version changed from Sprint 1 - Projectstart to Sprint 2 - First glimpse
- #2 - 2021-07-27 14:29 - Fredrick Amnehagen
- Assignee changed from Fredrick Amnehagen to Jonathan Bernal
- #3 - 2021-07-30 18:32 - Fredrick Amnehagen
- Status changed from To do to Resolved
- #4 - 2021-07-30 18:35 - Fredrick Amnehagen
- Status changed from Resolved to Closed