

Popo Escape - Feature #81

Feature # 77 (To do): Create game content
Feature # 79 (Closed): Create static entities

Create the buildings

2021-07-12 22:51 - Fredrick Amnehagen

Status:	Closed	Start date:	2021-07-14
Priority:	Normal	Due date:	2021-07-15
Assignee:	Jonathan Bernal	% Done:	0%
Category:	Graphics	Estimated time:	1:00 hour
Target version:	Sprint 2 - First glimpse	Spent time:	0:00 hour
Description			
Create the buildings as one object. One big mesh. Since this is a very small world, this is entirely OK.			

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 18:33 - Fredrick Amnehagen
- Status changed from To do to Closed