

Popo Escape - Feature #83

Feature # 77 (To do): Create game content  
Feature # 82 (To do): Create dynamic entities

Create a fence entity

2021-07-12 22:56 - Fredrick Amnehagen

Status:	Closed	Start date:	2021-07-22
Priority:	Normal	Due date:	2021-07-22
Assignee:	Jonathan Bernal	% Done:	100%
Category:	Graphics	Estimated time:	1:00 hour
Target version:	Sprint 2 - First glimpse	Spent time:	1:50 hour
Description			
Create a 3d-model of a fence. As a 3d-tile. Then place it in the game world, and export it into the game engine.			

History

- #1 - 2021-07-27 14:29 - Fredrick Amnehagen
- Assignee changed from Fredrick Amnehagen to Jonathan Bernal
- #2 - 2021-07-30 20:09 - Jonathan Bernal
- % Done changed from 0 to 100
- #3 - 2021-08-03 09:48 - Fredrick Amnehagen
- Target version changed from Sprint 2 - First glimpse to Sprint 3 - Testing
- #4 - 2021-08-03 16:31 - Fredrick Amnehagen
- Target version changed from Sprint 3 - Testing to Sprint 2 - First glimpse
- Status changed from To do to In Progress
- #5 - 2021-08-03 20:41 - Fredrick Amnehagen
- Status changed from In Progress to Closed