Popo Escape - Feature #85

Feature # 77 (To do): Create game content

Feature # 82 (To do): Create dynamic entities

Create a pile of papers entity

2021-07-12 22:58 - Fredrick Amnehagen

Status:	Closed		**Start date:**	2021-07-20
Priority:	Normal		**Due date:**	2021-07-20
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 a 3d-model, as a 3d-tile.
Then place it in the game world, and export it into the game engine.

History

#1 - 2021-07-27 14:30 - Fredrick Amnehagen

- Assignee changed from Fredrick Amnehagen to Jonathan Bernal

#2 - 2021-07-30 18:34 - Fredrick Amnehagen

- Status changed from To do to Closed