

Popo Escape - Feature #88

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

Create a trash can entity

2021-07-12 23:02 - Fredrick Amnehagen

Status:	Closed	Start date:	2021-07-15
Priority:	Normal	Due date:	2021-07-15
Assignee:	Jonathan Bernal	% Done:	100%
Category:	Graphics	Estimated time:	1:00 hour
Target version:	Sprint 2 - First glimpse	Spent time:	0:15 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 09:55 - Fredrick Amnehagen
- Target version changed from Sprint 1 - Projectstart to Sprint 2 - First glimpse
- #2 - 2021-07-27 14:30 - Fredrick Amnehagen
- Assignee changed from Fredrick Amnehagen to Jonathan Bernal
- #3 - 2021-07-28 18:16 - Jonathan Bernal
- % Done changed from 0 to 100
- #4 - 2021-07-30 18:33 - Fredrick Amnehagen
- Status changed from To do to Closed