

Popo Escape - Feature #91

Texturing the level

2021-07-12 23:13 - Fredrick Amnehagen

Status:	To do	Start date:	2021-07-14
Priority:	Normal	Due date:	2021-07-29
Assignee:		% Done:	100%
Category:	Graphics	Estimated time:	0:00 hour
Target version:	Backlog	Spent time:	0:10 hour
Description			
Add some color to the world by texturing the entities.			
Subtasks:			
Feature # 92: Compile references for the detailed game world entities			Closed
Feature # 93: Compile references for the detailed game world entities			Closed

History

#1 - 2021-07-17 16:45 - Fredrick Amnehagen

- Assignee deleted (Fredrick Amnehagen)