

Popo Escape - Feature #92

Feature # 91 (To do): Texturing the level

Compile references for the detailed game world entities

2021-07-12 23:18 - Fredrick Amnehagen

Status:	Closed	Start date:	2021-07-14
Priority:	Normal	Due date:	2021-07-15
Assignee:	Fredrick Amnehagen	% Done:	100%
Category:	Graphics	Estimated time:	0:30 hour
Target version:	Sprint 1 - Projectstart	Spent time:	0:10 hour
Description Entities such as cars, buildings and the road. This is continued later in another task and sprint.			

History

#1 - 2021-07-27 09:54 - Fredrick Amnehagen

- Status changed from To do to Closed

#2 - 2021-07-27 09:54 - Fredrick Amnehagen

- % Done changed from 0 to 100