

Popo Escape - Feature #93

Feature # 91 (To do): Texturing the level

Compile references for the detailed game world entities

2021-07-12 23:19 - Fredrick Amnehagen

Status:	Closed	Start date:	2021-07-29
Priority:	Normal	Due date:	2021-07-29
Assignee:	Fredrick Amnehagen	% Done:	0%
Category:	Graphics	Estimated time:	0:30 hour
Target version:	Sprint 3 - Testing	Spent time:	0:00 hour
Description			
Continue to... Entities such as cars, buildings and the road.			

History

#1 - 2021-08-03 20:42 - Fredrick Amnehagen

- Status changed from To do to Closed