

Popo Escape - Feature #96

Implement sound effects

2021-07-12 23:25 - Fredrick Amnehagen

Status:	To do	Start date:	2021-07-28
Priority:	Normal	Due date:	2021-07-29
Assignee:		% Done:	0%
Category:	Sound	Estimated time:	3:00 hours
Target version:	Sprint 3 - Testing	Spent time:	0:00 hour
Description			
The game needs sound effects for immersion. Create and implement some.			

History

#1 - 2022-03-09 15:03 - Fredrick Amnehagen

- Assignee deleted (Fredrick Amnehagen)