

Freeciv - Feature #892729

Granularity: Masonry/City Walls

2020-10-25 02:41 PM - Marko Lindqvist

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Marko Lindqvist	% Done:	0%
Category:	Rulesets	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
Add Masonry tech and City Walls improvement that depend on it to Granularity ruleset.			

History

#1 - 2020-10-25 02:43 PM - Marko Lindqvist

- File 0025-Granularity-Add-Masonry-and-City-Walls.patch added
- Status changed from In Progress to Resolved

#2 - 2020-10-31 11:04 AM - Marko Lindqvist

- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

Files

0025-Granularity-Add-Masonry-and-City-Walls.patch	2.47 KB	2020-10-25	Marko Lindqvist
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