

Freeciv - Feature #894991

Granularity: Workers

2020-11-08 05:13 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 Workers unit that can cultivate and plant to granularity ruleset.			

History

#1 - 2020-11-08 05:15 PM - Marko Lindqvist

- File 0020-Granularity-Add-Workers-unit.patch added
- Status changed from In Progress to Resolved

#2 - 2020-11-19 01:23 AM - Marko Lindqvist

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

Files

0020-Granularity-Add-Workers-unit.patch	3.17 KB	2020-11-08	Marko Lindqvist
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