

Freeciv - Feature #920423

Own tile targeted hut entry and frightening

2021-02-18 02:03 PM - Sveinung Kvilhaugsvik

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assignee:	Sveinung Kvilhaugsvik	% Done:	0%
Category:	General	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
Only done once on the tile			
Related issues:			
Related to Freeciv - Feature #920424: Unit moved to tile action auto performer		New	
Related to Freeciv - Feature #920427: Handle both Frighten and Enter huts on ...		New	
Blocks Freeciv - Bug #920425: Unit in transport with Nothing hut_behavior no ...		New	

History

#1 - 2021-02-18 02:05 PM - Sveinung Kvilhaugsvik

- Related to Feature #920424: Unit moved to tile action auto performer added

#2 - 2021-02-18 02:09 PM - Sveinung Kvilhaugsvik

- Blocks Bug #920425: Unit in transport with Nothing hut_behavior no longer pops huts added

#3 - 2021-02-18 02:19 PM - Sveinung Kvilhaugsvik

- Related to Feature #920427: Handle both Frighten and Enter huts on the same tile added

#4 - 2021-02-18 02:21 PM - Sveinung Kvilhaugsvik

- Category set to General

- Assignee set to Sveinung Kvilhaugsvik

- Sprint/Milestone set to 3.1.0