

Freeciv - Feature #924512

helpdata: always 100% odds can't fail

2021-03-30 05:53 PM - Sveinung Kvilhaugsvik

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Sveinung Kvilhaugsvik	% Done:	0%
Category:	Client	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
Don't claim that an action that always has odds of 100% can fail because of a dice throw even if it does throw the dice.			
Related issues:			
Related to Freeciv - Feature #869738: Success dice roll for "Poison City"		Closed	2021-05-01

History

#1 - 2021-03-30 05:54 PM - Sveinung Kvilhaugsvik

- Related to Feature #869738: Success dice roll for "Poison City" added

#2 - 2021-03-30 07:59 PM - Sveinung Kvilhaugsvik

- File 0001-helpdata-always-100-odds-can-t-fail.patch added

- Status changed from In Progress to Resolved

- Sprint/Milestone set to 3.1.0

#3 - 2021-04-01 10:53 AM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed

Files

0001-helpdata-always-100-odds-can-t-fail.patch	1.63 KB	2021-03-30	Sveinung Kvilhaugsvik
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