

Thrust Corp - Task #26

Cmd Centre Windows opaque

04/19/2021 01:58 PM - Lazar Kozlov

Status:	In Backlog	Start date:	04/19/2021
Priority:	1	Due date:	
Assignee:	Level Designers	% Done:	0%
Category:	Level Design	Estimated time:	0:00 hour
Sprint/Milestone:			
Description			
The windows are opaque in the command centre but should be see-through for visibility from outside in and vice versa.			

History

#1 - 04/19/2021 02:40 PM - Yilka Shehu

- Status changed from To Do to In Backlog

- Priority changed from 3 to 1

Yep this is meant to be like this because it's all steamed up at that point therefore blocking view in both directions.

Maybe it could be good to make it less opaque and more translucent so I'm moving this to the backlog to look at later.