

Secrets of Toanium - Feature #420

Enhance the Level structure to represent patrol points

04/23/2026 04:02 PM - Administrator Administrator

Status:	Resolved	Start date:	04/23/2026
Priority:	Normal	Due date:	
Assignee:	Jay Gischer	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
Patrol points are a sequence of points on a map that enemies (or neutrals) will circulate between. So they are an ordered list of grid coordinates. We may need more than one such cycle of patrol points on a level.			

History

#1 - 05/27/2026 05:38 PM - Administrator Administrator

- Status changed from New to Resolved

Pushed to development. This should be good to go.