

Doomsday Engine - Feature #1252

Integrate Hexen features into libcommon

2003-07-29 06:11 - bluelegs

Status:	Progressed	Start date:	2003-07-29
Priority:	High	% Done:	40%
Assignee:			
Category:	Redesign		
Target version:	Architecture		
Description			
<p>Heretic and Hexen features in Doom would be really cool and seeing as you're combining them all for your 2.0 release, i'm thinking that it would be really great if we could use various features accross all 3 games (and maybe you could even expand on them) . Some of these features are but not limited to :</p>			
<p>Hexen's phased lighting Scrolling floors and water currents Slippery floors (Ice) Wind Multiple character selection (classes! would we be able to make Doom:Team Fortress?) Item inventory Flying Swinging doors Environmental effects (blowing leaves and lightning etc etc)</p>			
Labels: Gameplay			

History

#1 - 2003-07-29 08:26 - chilvence

Logged In: YES
user_id=675595

ACS

#2 - 2003-08-01 10:20 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

Yeah, there are a lot of neat things that could be added. Destructable walls, collapsing ceilings, true rooms over rooms, water, etc... Look at advanced (at least in this department) 2.5D games like Shadow Warrior, Blood, RR: Rides Again, Dark Forces etc..... Lot's of neat features. Some could have been done better though.

#3 - 2003-08-01 18:02 - bluelegs

Logged In: YES
user_id=811377

I don't know how i missed ACS i even have it written when i press back, must have submitted the wrong one while changing tabs :p

#4 - 2013-10-20 21:38 - skyjake

- Tags set to libcommon, Hexen, Mod, ACS

- Subject changed from Use Heretic and Hexen features in Doom maps to Integrate Hexen features into libcommon

- Category set to Redesign
- Assignee changed from danij to Deng Team
- Priority changed from Normal to High

#5 - 2015-04-22 04:51 - danij

- Status changed from New to In Progress

#6 - 2015-05-03 19:26 - skyjake

- Assignee deleted (Deng Team)

#7 - 2016-07-05 23:57 - skyjake

- Status changed from In Progress to Progressed

#8 - 2016-08-09 10:48 - skyjake

- % Done changed from 0 to 40

#9 - 2019-11-29 21:24 - skyjake

- Target version set to Architecture