Doomsday Engine - Feature #2196

Improved multiplayer UI in the Home

2017-01-30 10:48 - skyjake

Status:	Closed		**Start date:**	2017-01-30
Priority:	Normal		**% Done:**	100%
Assignee:	skyjake			
Category:	Enhancement			
Target version:	2.0 – Home UI & Packages			

Description

"Multiplayer" is one of the tabs in Home. It has the following features:

- Browse the currently running public and local MP servers.
- See information about each running server, including basic things like title and description, list of connected players, and packages loaded on the server.
- See the current map outline with anonymous player locations, with map title and game configuration (cf. Shell).
- Allow the user to select additional packages to load locally in addition to the ones used on the server (e.g., 3D models).

Related issues:

Related to Feature #4: UI improvements	**In Progress**	**2003-06-17**

History

#1 - 2017-01-30 10:48 - skyjake

- Subject changed from Improved multiplayer joining UI in the Home to Improved multiplayer UI in the Home

#2 - 2017-01-30 10:49 - skyjake

- Related to Feature #4: UI improvements added

#3 - 2017-02-02 17:55 - skyjake

- % Done changed from 50 to 60

#4 - 2017-02-03 12:56 - skyjake

- % Done changed from 60 to 70

#5 - 2017-02-04 13:29 - skyjake

- % Done changed from 70 to 80

#6 - 2017-02-05 10:19 - skyjake

- Description updated

#7 - 2017-02-05 10:19 - skyjake

- Status changed from New to Resolved

- % Done changed from 80 to 100

#8 - 2017-02-05 21:22 - skyjake

- Status changed from Resolved to Closed