

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject  | Assignee  | Updated          | % Done |
|------|-----------------|---------|------------|----------|--|-----------|------------------|--------|
| 9    | Doomsday Engine | Feature | Progressed | High     | Use local server to run single-player games  |           | 2019-11-29 20:21 | 0      |
| 1614 | Doomsday Engine | Feature | New        | High     | Improved demo recording and playback   |           | 2019-11-29 20:20 | 0      |
| 1757 | Doomsday Engine | Feature | New        | High     | Separate server and client sources   |           | 2019-11-29 20:17 | 20     |
| 1194 | Doomsday Engine | Feature | New        | High     | Viewing other players' cameras ("spy" command)   |           | 2019-11-29 16:14 | 0      |
| 2032 | Doomsday Engine | Feature | New        | Normal   | Game world debugger/inspector sidebar  |           | 2019-11-29 21:58 | 0      |
| 1917 | Doomsday Engine | Feature | New        | Normal   | Copy alert text to Clipboard   |           | 2019-11-29 21:10 | 0      |
| 1406 | Doomsday Engine | Feature | New        | Normal   | Record particles and other effects in demos  |           | 2019-11-29 20:24 | 0      |
| 1815 | Doomsday Engine | Bug     | New        | Normal   | Screen wipe still smoothed with Vanilla renderer profile (console transition)          |           | 2018-11-05 17:31 | 0      |
| 2055 | Doomsday Engine | Bug     | New        | Normal   | [MP] Multiple instances can't connect to a local server                                |           | 2018-07-29 16:53 | 0      |
| 1972 | Doomsday Engine | Bug     | New        | Normal   | [MP] Fast-moving planes not always reach destination on client-side                    |           | 2018-07-29 16:53 | 0      |
| 1961 | Doomsday Engine | Bug     | New        | Normal   | Client fatal error due to invalid data received from server                            |           | 2018-07-29 16:53 | 0      |
| 2041 | Doomsday Engine | Bug     | New        | Normal   | Clipping issue in Hexen MAP10 - Wastelands near {x:160, y:-3248}                       |           | 2017-04-03 13:48 | 0      |
| 1980 | Doomsday Engine | Bug     | New        | Low      | Client should refuse to use the same userdir as another already running client         |           | 2019-12-01 21:52 | 0      |
| 1942 | Doomsday Engine | Bug     | New        | Low      | About dialog contents clipping vs -fontsize  |           | 2017-04-03 14:03 | 0      |
| 2423 | Doomsday Engine | Feature | New        | Normal   | Support something like mDNS / Avahi / Bonjour protocol for local server auto discovery | Deng Team | 2020-05-10 11:23 | 0      |
| 1765 | Doomsday Engine | Feature | New        | High     | Multiplayer savegames (co-op)  | skyjake   | 2019-11-29 20:20 | 0      |
| 1754 | Doomsday Engine | Feature | New        | High     | Start local server using client GUI  | skyjake   | 2018-07-29 16:46 | 0      |
| 2057 | Doomsday Engine | Feature | New        | Normal   | Multiple client instances  | skyjake   | 2018-07-29 16:56 | 0      |
| 1891 | Doomsday Engine | Feature | Progressed | Low      | Notification area animations   | skyjake   | 2019-11-29 21:37 | 10     |
| 2337 | Doomsday Engine | Bug     | Feedback   | Normal   | No doom II can be selected from the master list in the server tab                      | tacgnol   | 2019-12-01 22:33 | 0      |