

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject   | Assignee | Updated          | % Done |
|------|-----------------|---------|------------|----------|---|----------|------------------|--------|
| 1763 | Doomsday Engine | Feature | New        | Normal   | Autosaving  |          | 2019-11-29 20:19 | 0      |
| 1735 | Doomsday Engine | Bug     | New        | Low      | Doom2 PWAD save games use level name from IWAD                                      |          | 2019-11-29 22:59 | 0      |
| 1928 | Doomsday Engine | Bug     | New        | Normal   | GameSession: ThingArchive::serialIdFor: Thing archive exhausted!                    |          | 2017-04-03 14:04 | 0      |
| 1480 | Doomsday Engine | Feature | New        | Normal   | Include screenshot in savegames   |          | 2019-11-29 21:28 | 0      |
| 1864 | Doomsday Engine | Feature | New        | Normal   | Remember material, particle and decoration animation states in saved games          |          | 2019-11-29 21:06 | 0      |
| 1460 | Doomsday Engine | Feature | New        | Normal   | Remember the playing music in save game   |          | 2017-04-03 18:49 | 0      |
| 2323 | Doomsday Engine | Bug     | New        | Normal   | Saved games are deleted after opening game  |          | 2019-11-29 22:26 | 0      |
| 1668 | Doomsday Engine | Feature | New        | Normal   | Support id Tech 1 map hacks with sector lightlevels outside expected [0..255] range |          | 2020-12-08 08:27 | 0      |
| 251  | Doomsday Engine | Bug     | Progressed | High     | [Doom] Nightmare monsters sometimes not fast  |          | 2019-11-29 22:58 | 50     |
| 1203 | Doomsday Engine | Feature | Progressed | High     | Additional save slots — revised save management                                     | skyjake  | 2019-11-29 16:18 | 30     |
| 1765 | Doomsday Engine | Feature | New        | High     | Multiplayer savegames (co-op)   | skyjake  | 2019-11-29 20:20 | 0      |
| 1976 | Doomsday Engine | Feature | New        | Normal   | Replace old Save/Load menu with new UI widgets                                      | skyjake  | 2019-11-29 21:56 | 0      |
| 2068 | Doomsday Engine | Bug     | New        | Urgent   | [HeXen] Badguys not retaining alerted status upon return to a map                   | skyjake  | 2019-11-30 08:25 | 0      |