

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|----------|------------------|--------|
| 2072 | Doomsday Engine | Feature | New | High | Gracefully exit to Home on fatal error in a game (e.g., DED/resource error) | | 2019-11-29 22:12 | 0 |
| 1779 | Doomsday Engine | Feature | New | Normal | [Home] Show project news and dev blog | | 2019-11-29 20:27 | 0 |
| 2241 | Doomsday Engine | Feature | Progressed | Normal | Configure games via Home UI (advanced users, cf. autoexec.cfg) | skyjake | 2019-11-29 22:19 | 50 |
| 2289 | Doomsday Engine | Feature | New | Normal | Filtering game profiles in Home using search terms | skyjake | 2019-11-29 22:50 | 0 |