

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject   | Assignee  | Updated          | % Done |
|------|-----------------|---------|------------|----------|---|-----------|------------------|--------|
| 613  | Doomsday Engine | Bug     | New        | Low      | [InFine] Inadvertent background animation                         |           | 2017-04-03 14:57 | 0      |
| 1592 | Doomsday Engine | Bug     | New        | Low      | [HUD] Weapon lower animation briefly restarts                     |           | 2017-04-03 15:04 | 0      |
| 1598 | Doomsday Engine | Bug     | New        | Low      | Strange vertical view bobbing when running into walls             |           | 2019-11-29 22:58 | 0      |
| 1631 | Doomsday Engine | Bug     | New        | Low      | Doom 2 finale: animation speeds for the Cast                      |           | 2017-04-03 14:41 | 0      |
| 511  | Doomsday Engine | Bug     | New        | Normal   | [Heretic Hexen] Torch fix not applied (low ceiling)               |           | 2017-04-03 14:56 | 0      |
| 1104 | Doomsday Engine | Bug     | Progressed | Normal   | Replacement flats VS texture animations                           |           | 2017-04-03 14:43 | 0      |
| 1817 | Doomsday Engine | Bug     | Feedback   | Normal   | Premap infine and preplaying music oversight                      | vermil    | 2017-04-03 14:17 | 0      |
| 2194 | Doomsday Engine | Bug     | New        | Normal   | Enhanced player weapon 3D model animations (VR compatible)        |           | 2017-01-19 10:34 | 0      |
| 1412 | Doomsday Engine | Feature | New        | Low      | Camera effect: screen shaking                                     |           | 2019-11-29 19:21 | 0      |
| 1231 | Doomsday Engine | Feature | New        | Normal   | Ragdoll physics   |           | 2019-11-29 16:05 | 0      |
| 1296 | Doomsday Engine | Feature | New        | Normal   | Light Stages for animated light sources                           |           | 2019-11-29 16:24 | 0      |
| 1865 | Doomsday Engine | Feature | New        | Normal   | Align 3D model's head with the target's direction                 |           | 2019-11-29 21:06 | 0      |
| 1153 | Doomsday Engine | Feature | New        | High     | Customizable intermissions  |           | 2019-11-29 16:09 | 0      |
| 1242 | Doomsday Engine | Feature | New        | High     | Player weapon particle muzzle flashes (for external viewers only) |           | 2019-11-29 16:19 | 0      |
| 1630 | Doomsday Engine | Feature | New        | Urgent   | Implement game menus with InFine (InfineWidget)                   | Deng Team | 2019-11-29 12:31 | 0      |