

## Issues

| #    | Project         | Tracker | Status | Priority | Subject  | Assignee | Updated          | % Done |
|------|-----------------|---------|--------|----------|--|----------|------------------|--------|
| 1989 | Doomsday Engine | Bug     | New    | Urgent   | Client assert fail (possible crash) if joining game during intermission                  | skyjake  | 2018-07-29 16:53 | 0      |
| 1885 | Doomsday Engine | Bug     | New    | Normal   | [Multiplayer] Incorrect player numbers in scoreboard between maps                        |          | 2018-07-29 16:53 | 0      |
| 2179 | Doomsday Engine | Feature | New    | Low      | Map has no secrets, displayed as 0% (vs. 100%)   |          | 2017-04-03 18:45 | 0      |
| 2000 | Doomsday Engine | Bug     | New    | Normal   | [Heretic, Hexen] Finale/hub text must be scaled down to fit (incorrect font glyph sizes) |          | 2017-04-03 18:33 | 0      |