

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject   | Assignee | Updated          | % Done |
|------|-----------------|---------|------------|----------|---|----------|------------------|--------|
| 1945 | Doomsday Engine | Feature | Resolved   | Urgent   | Efficient reuse of world geometry across multiple frames/passes | skyjake  | 2018-10-27 15:08 | 100    |
| 1767 | Doomsday Engine | Feature | New        | High     | Network delta profiler  |          | 2019-11-29 12:33 | 0      |
| 1745 | Doomsday Engine | Feature | Progressed | Normal   | Performance optimization  |          | 2019-11-29 21:36 | 40     |