

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|--|----------|------------------|--------|
| 2035 | Doomsday Engine | Feature | New | Normal | Map lighting editor (volume, surface, and point sources) | | 2019-11-29 21:59 | 0 |
| 2033 | Doomsday Engine | Feature | Progressed | High | Runtime map editor | | 2019-11-29 12:31 | 0 |
| 2032 | Doomsday Engine | Feature | New | Normal | Game world debugger/inspector sidebar | | 2019-11-29 21:58 | 0 |
| 1996 | Doomsday Engine | Feature | Progressed | High | Engine-managed "map spot / point of interest" mechanism | | 2019-11-29 23:06 | 20 |
| 1698 | Doomsday Engine | Feature | New | Normal | Editor for particle generators | | 2019-11-29 19:23 | 0 |