

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject   | Assignee  | Updated          | % Done |
|------|-----------------|---------|------------|----------|---|-----------|------------------|--------|
| 2450 | Doomsday Engine | Bug     | New        | Normal   | weapon stretched  | Deng Team | 2021-02-22 04:19 | 0      |
| 1929 | Doomsday Engine | Bug     | Progressed | Normal   | Sprite priority handling                                  |           | 2019-11-29 23:06 | 0      |
| 1897 | Doomsday Engine | Bug     | New        | Low      | Slightly different sprite clipping in Dday versus vanilla |           | 2017-04-03 18:32 | 0      |
| 1616 | Doomsday Engine | Feature | New        | Normal   | Selector for sprites                                      |           | 2019-11-29 18:35 | 0      |
| 1559 | Doomsday Engine | Feature | New        | Low      | State and sprite without a mobj (SMT2A0/STLAG)            |           | 2019-11-29 19:14 | 0      |
| 1546 | Doomsday Engine | Feature | New        | Low      | Option for particle generator to hide sprite              |           | 2019-11-29 15:45 | 0      |
| 1008 | Doomsday Engine | Bug     | New        | Normal   | HUD weapon discrepancy (in release build?)                |           | 2017-04-03 19:00 | 0      |
| 967  | Doomsday Engine | Bug     | New        | Low      | Sprite angling incorrect at sharp angles                  |           | 2017-04-03 14:59 | 0      |
| 684  | Doomsday Engine | Bug     | New        | Normal   | Sprites moving up if their bottom intersects the floor    |           | 2017-04-03 18:32 | 0      |