

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject  | Assignee | Updated          | % Done |
|------|-----------------|---------|------------|----------|--|----------|------------------|--------|
| 883  | Doomsday Engine | Bug     | New        | High     | [Hexen] Map 2: HOM in floor near x:-425 y:2943 (clip cull) |          | 2019-11-29 23:06 | 0      |
| 1233 | Doomsday Engine | Feature | New        | High     | Surface decorations using 3D models                        |          | 2015-12-22 13:15 | 0      |
| 1529 | Doomsday Engine | Feature | New        | Normal   | Sound affected by the world                                |          | 2019-11-29 18:59 | 0      |
| 1628 | Doomsday Engine | Feature | New        | Normal   | Surface meshes   |          | 2017-04-03 18:58 | 0      |
| 1615 | Doomsday Engine | Feature | Progressed | Normal   | Sloped planes  | skyjake  | 2018-10-27 15:10 | 20     |
| 1591 | Doomsday Engine | Bug     | Progressed | Low      | [BSP] Fully overlapped map geometry is not always split    |          | 2019-11-30 08:06 | 50     |