

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|----------|------------------|--------|
| 2072 | Doomsday Engine | Feature | New | High | Gracefully exit to Home on fatal error in a game (e.g., DED/resource error) | | 2019-11-29 22:12 | 0 |
| 1687 | Doomsday Engine | Feature | Progressed | Normal | In-game error dialogs (e.g., corrupt savegame) | | 2019-11-29 21:36 | 50 |