

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject   | Assignee  | Updated          | % Done |
|------|-----------------|---------|------------|----------|---|-----------|------------------|--------|
| 2393 | Doomsday Engine | Feature | New        | Normal   | Map selection UI for Master Levels for Doom II (Episode with additional packages) | skyjake   | 2020-12-08 08:27 | 0      |
| 2328 | Doomsday Engine | Bug     | New        | Low      | Not all official releases of IWADs are recognized (e.g., older than v1.9)         | skyjake   | 2020-12-08 08:26 | 0      |
| 2292 | Doomsday Engine | Feature | New        | Normal   | Indication of an options default setting  |           | 2019-11-29 22:21 | 0      |
| 1998 | Doomsday Engine | Feature | New        | Normal   | Emulate original game menus (other settings moved to taskbar UI)                  |           | 2017-04-03 18:43 | 0      |
| 1976 | Doomsday Engine | Feature | New        | Normal   | Replace old Save/Load menu with new UI widgets                                    | skyjake   | 2019-11-29 21:56 | 0      |
| 1958 | Doomsday Engine | Bug     | New        | Normal   | Help infine clash with already playing infine                                     |           | 2017-04-03 14:01 | 0      |
| 1925 | Doomsday Engine | Bug     | New        | Normal   | [Doom] Values def can't change nightmare skill level option                       |           | 2017-04-03 14:04 | 0      |
| 1763 | Doomsday Engine | Feature | New        | Normal   | Autosaving  |           | 2019-11-29 20:19 | 0      |
| 1649 | Doomsday Engine | Feature | New        | Low      | Option to disable HUD/menu font upscaling   |           | 2019-11-29 20:26 | 0      |
| 1630 | Doomsday Engine | Feature | New        | Urgent   | Implement game menus with InFine (InfineWidget)                                   | Deng Team | 2019-11-29 12:31 | 0      |
| 1568 | Doomsday Engine | Feature | New        | Normal   | [Automap] Option for hiding non-blocking lines                                    |           | 2019-11-29 18:32 | 0      |
| 1563 | Doomsday Engine | Feature | New        | Normal   | Weapon text defs affect the Controls menu   |           | 2019-11-29 19:15 | 0      |
| 1091 | Doomsday Engine | Bug     | New        | Low      | No sound effect played when pressing F7 or F8                                     |           | 2017-04-03 14:44 | 0      |
| 1089 | Doomsday Engine | Bug     | Progressed | High     | [MP] Client cannot dismiss "Help/Info" finale                                     |           | 2018-07-29 16:46 | 0      |
| 778  | Doomsday Engine | Bug     | Progressed | Urgent   | Gamepad usability issues  |           | 2020-05-10 11:09 | 0      |
| 613  | Doomsday Engine | Bug     | New        | Low      | [InFine] Inadvertent background animation   |           | 2017-04-03 14:57 | 0      |
| 1734 | Doomsday Engine | Bug     | Progressed | Low      | Games' Help InFine scripts have no sounds   |           | 2017-04-03 18:33 | 10     |
| 1608 | Doomsday Engine | Feature | Progressed | High     | Integrate Doomsday Script   | skyjake   | 2018-11-05 08:50 | 20     |