

## Issues

| #    | Project         | Tracker | Status      | Priority | Subject   | Assignee | Updated          | % Done |
|------|-----------------|---------|-------------|----------|---|----------|------------------|--------|
| 2354 | Doomsday Engine | Bug     | In Progress | Normal   | Compatibility with TNT: Revilution (MAP30)  | skyjake  | 2019-12-18 21:41 | 50     |
| 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      |
| 2048 | Doomsday Engine | Bug     | New         | High     | Particle effects obscure map objects  |          | 2017-04-03 13:46 | 0      |
| 2326 | Doomsday Engine | Bug     | New         | High     | [Doom] PRCP map32; player incorrectly spawning as camera                          |          | 2019-11-29 22:30 | 0      |