

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|---|-----------|------------------|--------|
| 1630 | Doomsday Engine | Feature | New | Urgent | Implement game menus with InFine (InFineWidget) | Deng Team | 2019-11-29 12:31 | 0 |
| 1153 | Doomsday Engine | Feature | New | High | Customizable intermissions | | 2019-11-29 16:09 | 0 |
| 1242 | Doomsday Engine | Feature | New | High | Player weapon particle muzzle flashes (for external viewers only) | | 2019-11-29 16:19 | 0 |
| 1865 | Doomsday Engine | Feature | New | Normal | Align 3D model's head with the target's direction | | 2019-11-29 21:06 | 0 |
| 2194 | Doomsday Engine | Bug | New | Normal | Enhanced player weapon 3D model animations (VR compatible) | | 2017-01-19 10:34 | 0 |
| 1296 | Doomsday Engine | Feature | New | Normal | Light Stages for animated light sources | | 2019-11-29 16:24 | 0 |
| 1231 | Doomsday Engine | Feature | New | Normal | Ragdoll physics | | 2019-11-29 16:05 | 0 |
| 511 | Doomsday Engine | Bug | New | Normal | [Heretic Hexen] Torch fix not applied (low ceiling) | | 2017-04-03 14:56 | 0 |
| 1412 | Doomsday Engine | Feature | New | Low | Camera effect: screen shaking | | 2019-11-29 19:21 | 0 |
| 1631 | Doomsday Engine | Bug | New | Low | Doom 2 finale: animation speeds for the Cast | | 2017-04-03 14:41 | 0 |
| 1598 | Doomsday Engine | Bug | New | Low | Strange vertical view bobbing when running into walls | | 2019-11-29 22:58 | 0 |
| 1592 | Doomsday Engine | Bug | New | Low | [HUD] Weapon lower animation briefly restarts | | 2017-04-03 15:04 | 0 |
| 613 | Doomsday Engine | Bug | New | Low | [InFine] Inadvertent background animation | | 2017-04-03 14:57 | 0 |
| 1104 | Doomsday Engine | Bug | Progressed | Normal | Replacement flats VS texture animations | | 2017-04-03 14:43 | 0 |
| 1817 | Doomsday Engine | Bug | Feedback | Normal | Premap infine and preplaying music oversight | vermil | 2017-04-03 14:17 | 0 |