

## Issues

| #    | Project         | Tracker | Status      | Priority | Subject   | Assignee  | Updated          | % Done |
|------|-----------------|---------|-------------|----------|---|-----------|------------------|--------|
| 1622 | Doomsday Engine | Feature | New         | Urgent   | Vanilla depth shading   |           | 2019-11-29 23:23 | 0      |
| 1416 | Doomsday Engine | Feature | New         | Urgent   | [Doom] Invisible "fuzz" effect                                    |           | 2017-04-03 18:43 | 0      |
| 1357 | Doomsday Engine | Feature | New         | Normal   | [InFine] More blending modes (add/mul/inv etc)                    |           | 2019-11-29 16:43 | 0      |
| 2436 | Doomsday Engine | Bug     | In Progress | Normal   | Incompatibility with the new M1                                   | skyjake   | 2021-02-03 13:32 | 100    |
| 2160 | Doomsday Engine | Feature | Progressed  | Low      | Custom screenshader support and profiles                          | Deng Team | 2020-02-04 21:49 | 20     |
| 6    | Doomsday Engine | Feature | Progressed  | Normal   | Draw lens flares using GL2  | skyjake   | 2016-08-09 11:05 | 50     |
| 1548 | Doomsday Engine | Feature | Progressed  | Normal   | Multi-monitor support   |           | 2019-11-29 16:33 | 40     |
| 7    | Doomsday Engine | Feature | Progressed  | Urgent   | Next-gen renderer (codename "Gloom")                              | skyjake   | 2018-10-27 16:10 | 30     |
| 1625 | Doomsday Engine | Feature | Progressed  | Urgent   | Per-pixel surface shading (bump/specular/reflection etc. mapping) | Deng Team | 2016-07-06 00:03 | 20     |
| 1623 | Doomsday Engine | Feature | Progressed  | Urgent   | Shaders   | skyjake   | 2018-10-27 15:14 | 60     |
| 1945 | Doomsday Engine | Feature | Resolved    | Urgent   | Efficient reuse of world geometry across multiple frames/passes   | skyjake   | 2018-10-27 15:08 | 100    |