

## Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1203	Doomsday Engine	Feature	Progressed	High	Additional save slots — revised save management	skyjake	2019-11-29 16:18	30
1763	Doomsday Engine	Feature	New	Normal	Autosaving		2019-11-29 20:19	0
1735	Doomsday Engine	Bug	New	Low	Doom2 PWAD save games use level name from IWAD		2019-11-29 22:59	0
1928	Doomsday Engine	Bug	New	Normal	GameSession: ThingArchive::serialIdFor: Thing archive exhausted!		2017-04-03 14:04	0
1480	Doomsday Engine	Feature	New	Normal	Include screenshot in savegames		2019-11-29 21:28	0
1765	Doomsday Engine	Feature	New	High	Multiplayer savegames (co-op)	skyjake	2019-11-29 20:20	0
1864	Doomsday Engine	Feature	New	Normal	Remember material, particle and decoration animation states in saved games		2019-11-29 21:06	0
1460	Doomsday Engine	Feature	New	Normal	Remember the playing music in save game		2017-04-03 18:49	0
1976	Doomsday Engine	Feature	New	Normal	Replace old Save/Load menu with new UI widgets	skyjake	2019-11-29 21:56	0
2323	Doomsday Engine	Bug	New	Normal	Saved games are deleted after opening game		2019-11-29 22:26	0
1668	Doomsday Engine	Feature	New	Normal	Support id Tech 1 map hacks with sector lightlevels outside expected [0..255] range		2020-12-08 08:27	0
251	Doomsday Engine	Bug	Progressed	High	[Doom] Nightmare monsters sometimes not fast		2019-11-29 22:58	50
2068	Doomsday Engine	Bug	New	Urgent	[HeXen] Badguys not retaining alerted status upon return to a map	skyjake	2019-11-30 08:25	0