

## Issues

| #    | Project         | Tracker | Status | Priority | Subject   | Assignee | Updated          | % Done |
|------|-----------------|---------|--------|----------|---|----------|------------------|--------|
| 2090 | Doomsday Engine | Bug     | New    | Normal   | Missile with no death state error                           |          | 2017-04-03 13:42 | 0      |
| 1015 | Doomsday Engine | Bug     | New    | High     | Player getting stuck on certain walls?                      |          | 2017-04-03 18:34 | 0      |
| 1231 | Doomsday Engine | Feature | New    | Normal   | Ragdoll physics   |          | 2019-11-29 16:05 | 0      |
| 919  | Doomsday Engine | Bug     | New    | Normal   | [Doom] Blast damage algorithm                               |          | 2017-04-03 18:34 | 0      |
| 968  | Doomsday Engine | Bug     | New    | Normal   | [Doom] Mancubus attacks and high Z height differences       |          | 2017-04-03 18:34 | 0      |
| 671  | Doomsday Engine | Bug     | New    | Normal   | [Heretic] Enemy missile spreads have incorrect vertical aim |          | 2017-04-03 14:57 | 0      |