

Issues

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