

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject  | Assignee  | Updated          | % Done |
|------|-----------------|---------|------------|----------|--|-----------|------------------|--------|
| 963  | Doomsday Engine | Bug     | New        | Normal   | "spawnmobj" baddies auto wake up in area the player has shot     |           | 2017-04-03 15:01 | 0      |
| 1970 | Doomsday Engine | Feature | New        | Normal   | Scriptable map entry/exit, cycling                               |           | 2019-11-29 21:13 | 0      |
| 1633 | Doomsday Engine | Feature | New        | High     | Console commands and Doomsday Script                             | skyjake   | 2019-11-29 20:24 | 0      |
| 1632 | Doomsday Engine | Feature | New        | High     | InFine 2.0 (on top of Doomsday Script)                           | Deng Team | 2019-11-29 12:31 | 0      |
| 1630 | Doomsday Engine | Feature | New        | Urgent   | Implement game menus with InFine (InfineWidget)                  | Deng Team | 2019-11-29 12:31 | 0      |
| 1620 | Doomsday Engine | Feature | Progressed | High     | XG 2.0   | Deng Team | 2019-11-29 19:05 | 20     |
| 1618 | Doomsday Engine | Feature | New        | Normal   | Decorations/effects for game events (power up, damage, etc.)     |           | 2019-11-29 18:43 | 0      |
| 1617 | Doomsday Engine | Feature | New        | High     | Scoped definitions and variables                                 | Deng Team | 2016-12-01 20:17 | 0      |
| 1608 | Doomsday Engine | Feature | Progressed | High     | Integrate Doomsday Script  | skyjake   | 2018-11-05 08:50 | 20     |
| 1547 | Doomsday Engine | Feature | New        | Low      | Command for manipulating numeric controls                        |           | 2019-11-29 19:09 | 0      |
| 1539 | Doomsday Engine | Feature | Progressed | Normal   | Armor, powerups (object status) controls 3D model representation | skyjake   | 2019-12-15 15:28 | 70     |
| 1537 | Doomsday Engine | Feature | New        | Normal   | [XG] Activation event option when changing line types            |           | 2017-04-03 18:48 | 0      |
| 1531 | Doomsday Engine | Feature | New        | Normal   | "take" cmd to take away pickup powers                            |           | 2019-11-29 19:01 | 30     |
| 1530 | Doomsday Engine | Feature | New        | Normal   | [XG] Itf_count requirement                                       |           | 2017-04-03 18:48 | 0      |
| 1524 | Doomsday Engine | Feature | New        | High     | [XG] Ability to do anything with ammo, weapons and artefacts     |           | 2017-04-03 18:48 | 0      |
| 1523 | Doomsday Engine | Feature | New        | Normal   | [InFine] Skill level checks                                      |           | 2019-11-29 18:57 | 0      |
| 1507 | Doomsday Engine | Feature | New        | Normal   | [InFine] Option to pause playing script if the game is paused    |           | 2017-04-03 18:48 | 0      |
| 1499 | Doomsday Engine | Feature | New        | Normal   | Flag to disable mobj respawn on specific types                   |           | 2017-04-03 18:48 | 0      |
| 1475 | Doomsday Engine | Feature | New        | Normal   | Spawnmobj "deaf" things  |           | 2019-11-29 18:46 | 0      |
| 1465 | Doomsday Engine | Feature | New        | Normal   | [XG] "Player needs object X" message                             |           | 2017-04-03 18:48 | 0      |
| 1461 | Doomsday Engine | Feature | New        | Normal   | Separate chain/event derived/driven behaviour for XG             |           | 2017-04-03 18:48 | 0      |
| 1460 | Doomsday Engine | Feature | New        | Normal   | Remember the playing music in save game                          |           | 2017-04-03 18:49 | 0      |
| 1451 | Doomsday Engine | Feature | New        | Normal   | [InFine] stopsound   |           | 2019-11-29 18:45 | 0      |
| 1394 | Doomsday Engine | Feature | New        | High     | Consistent map scoping in definitions                            |           | 2019-11-29 21:25 | 0      |
| 1379 | Doomsday Engine | Feature | New        | Normal   | XG refs: evaluate params at runtime                              |           | 2017-04-03 18:48 | 0      |
| 1376 | Doomsday Engine | Feature | New        | Normal   | Externally spawned mobjs   |           | 2019-11-29 18:36 | 0      |
| 1374 | Doomsday Engine | Feature | New        | Normal   | XG refs: logical NOT   |           | 2017-04-03 18:48 | 0      |
| 1350 | Doomsday Engine | Feature | New        | Normal   | Stair Builder: spread build on tagged sector range               |           | 2017-04-03 18:48 | 0      |
| 1331 | Doomsday Engine | Feature | New        | High     | [InFine] Evaluate cvars with IF condition                        |           | 2019-11-29 16:41 | 0      |
| 1324 | Doomsday Engine | Feature | New        | Normal   | XG music lines   |           | 2017-04-03 18:48 | 0      |
| 1301 | Doomsday Engine | Feature | Progressed | High     | Redesigned DED Reader  | skyjake   | 2019-11-29 16:27 | 80     |

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| 1290 | Doomsday Engine | Feature | New        | Normal   | Session-only cvars                 |          | 2019-11-26 15:33 | 0      |
| 1264 | Doomsday Engine | Feature | New        | Normal   | Conditional decorations            |          | 2019-11-29 16:20 | 0      |
| 1190 | Doomsday Engine | Feature | Progressed | High     | External scripts for mobj behavior | skyjake  | 2019-11-29 16:13 | 30     |