## 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 |
| 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 |
| 671 | Doomsday Engine | Bug | New | Normal | [Heretic] Enemy missile spreads have incorrect vertical aim | | 2017-04-03 14:57 | 0 |
| 1231 | Doomsday Engine | Feature | New | Normal | Ragdoll physics | | 2019-11-29 16:05 | 0 |