

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject  | Assignee | Updated          | % Done |
|------|-----------------|---------|------------|----------|--|----------|------------------|--------|
| 1996 | Doomsday Engine | Feature | Progressed | High     | Engine-managed "map spot / point of interest" mechanism  |          | 2019-11-29 23:06 | 20     |
| 2033 | Doomsday Engine | Feature | Progressed | High     | Runtime map editor                                       |          | 2019-11-29 12:31 | 0      |
| 1698 | Doomsday Engine | Feature | New        | Normal   | Editor for particle generators                           |          | 2019-11-29 19:23 | 0      |
| 2032 | Doomsday Engine | Feature | New        | Normal   | Game world debugger/inspector sidebar                    |          | 2019-11-29 21:58 | 0      |
| 2035 | Doomsday Engine | Feature | New        | Normal   | Map lighting editor (volume, surface, and point sources) |          | 2019-11-29 21:59 | 0      |