

## 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
2035	Doomsday Engine	Feature	New	Normal	Map lighting editor (volume, surface, and point sources)		2019-11-29 21:59	0
2032	Doomsday Engine	Feature	New	Normal	Game world debugger/inspector sidebar		2019-11-29 21:58	0
1698	Doomsday Engine	Feature	New	Normal	Editor for particle generators		2019-11-29 19:23	0
2033	Doomsday Engine	Feature	Progressed	High	Runtime map editor		2019-11-29 12:31	0