

Doomsday Engine - Feature #1236

Multiplayer modes integrated into Doomsday

2003-07-10 06:04 - skyjake

Status: Closed	Start date: 2003-07-10
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description The plugin gamemode idea is great. I think eventually Doomsday should have all the basic modes (Teamplay, Deathmatch, CTF,etc....) intergrated into Doomsday once someone develops them. This way, any mod could support these features easily. If levels are tagged, they could easily be added to a list to show which mode they support.	
Labels: Gameplay	

History

#1 - 2003-07-12 05:44 - danij

Out of date.