

Doomsday Engine - Feature #1369

Dynamic map lists (episode structure)

2004-12-15 20:28 - kresjah

Status: Closed	Start date: 2004-12-15
Priority: High	% Done: 100%
Assignee: danij	
Category: Redesign	
Target version: 1.15	
Description I'd like to see dynamic map lists available and full support for more than 32 maps in jDoom (so it would be possible to make extra long episodes or specially organized episodes without having to modify the game DLL and/or the wads). E.g., a DED with a list which forces Doom II map 01 standard exits to progress to map 05 (instead of map 02), and map 01 secret exits to map 06 (instead of 31/32). Labels: Scripting	
Related issues:	
Related to Feature #1604: Game rules (1p and MP)	New
Related to Feature #1433: Hexen style Hub system in Doom and Heretic	Rejected 2006-11-08
Related to Bug #1064: [Hexen] Interludes can no longer be moved (MAPINFO vs. ...	New 2012-07-09

History

#1 - 2013-10-21 17:22 - skyjake

- Tags set to Mod, Definitions
- Category set to Redesign
- Priority changed from Normal to High

There should be a way to specify the map/hub progression in a completely unlimited way using definitions.

This could be part of the game rules.

#2 - 2013-10-22 08:29 - skyjake

- Subject changed from Dynamic map lists to Dynamic map lists (episode structure)

#3 - 2013-10-22 13:13 - skyjake

Note that multiplayer map cycling should use the same underlying mechanism as the regular map progression, the difference being that the latter is usually quite fixed (secret maps notwithstanding).

#4 - 2013-10-22 23:22 - danij

The same mechanism should also integrate Hexen's concept of "hubs" alongside Doom's "episodes". Conceptually the two are quite similar and I believe we once discussed modelling an episode as a hub internally.

However one should note that currently the map cycle allows one to jump to **any** map from any other (progression and episode/hub collation be damned). Clearly if one changes hub in Hexen then a new game session must be started.

Consequently I'm now thinking that a map cycling which spans multiple episodes/hubs is actually a special case game mode in and of itself.

#5 - 2015-03-07 01:04 - danij

- Status changed from New to Resolved
- Assignee set to danij
- Target version set to 1.15

- % Done changed from 0 to 100

#6 - 2015-03-07 04:11 - danij

- Status changed from Resolved to Closed