

Doomsday Engine - Feature #1447

Co-op player actions (giving, healing)

2007-05-24 07:44 - smoke\_tetsu

<b>Status:</b>	New	<b>Start date:</b>	2007-05-24
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Enhancement		
<b>Target version:</b>	Multiplayer		
<b>Description</b> One thing I think Doomsday needs is the ability to drop items like Ammo and Weapons in CO-OP games to share with other players. As far as I can see there is no way to do that. Also related to that, perhaps a way to give health to other players would be nice.			
<b>Labels:</b> Gameplay			
<b>Related issues:</b>			
Related to Feature #1604: Game rules (1p and MP)		New	
Related to Feature #1608: Integrate Doomsday Script		Progressed	2013-10-22

History

#1 - 2013-10-22 08:57 - skyjake

- Tags set to Gameplay, Multiplayer
- Subject changed from CO-OP Request to Co-op player actions

Might be included in the MP game rule set, however requires some new game logic. Perhaps could be done entirely with Doomsday Script?

#2 - 2013-10-22 08:57 - skyjake

- Subject changed from Co-op player actions to Co-op player actions (giving, healing)

#3 - 2013-10-22 22:23 - daniij

In my opinion this is something I would expect to see in a mod rather than an explicit feature. Once Doomsday Script has the requisite bindings I can think of no reason for this to be implemented internally.

#4 - 2019-11-29 19:19 - skyjake

- Category set to Enhancement
- Target version set to Multiplayer