

## Doomsday Engine - Feature #1455

### Persistent player achievement stats

2007-09-10 12:18 - billy\_of\_fenham

<b>Status:</b> Rejected	<b>Start date:</b> 2007-09-10
<b>Priority:</b> Low	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> Enhancement	
<b>Target version:</b>	
<b>Description</b>	
Enable support for player profiles, i.e. carry your doomguy to the next game Doom to Doom II with his stats and info:	
<ul style="list-style-type: none"><li>• Option to keep ammo and weapons to carry over into next game, WAD or level</li><li>• Record of players achievements:<ul style="list-style-type: none"><li>◦ Kills (split by monster)</li><li>◦ Levels/Games clocked</li></ul></li></ul>	
A feature such as this would be very useful for mods of Hexen for example where extra player data can be saved in a RPG TC/MOD.	

### History

#### #1 - 2013-10-22 09:07 - skyjake

- Tags set to Gameplay
- Description updated
- Category set to Enhancement
- Priority changed from Normal to Low

#### #2 - 2019-11-29 15:34 - skyjake

- Status changed from New to Rejected