Doomsday Engine - Feature #1576

[MP] Option to retain weapons+ammo after death in co-op

2012-10-22 07:23 - skyjake

Status:	New	**Start date:**	2012-10-22
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:	Enhancement		
Target version:	Multiplayer		

Description

Add a multiplayer gameplay option where players don't lose their weapons and/or ammo when respawning.

(Suggested by Giskard on the dengine forums.)

Related issues:

Related to Feature #1604: Game rules (1p and MP)	**New**	
Related to Feature #1401: [MP] Options for retaining or acquiring items/keys/...	**New**	2006-03-24

History

#1 - 2013-10-18 15:29 - skyjake

- Description updated

#2 - 2013-10-18 15:35 - skyjake

- Parent task set to #1604

#3 - 2013-10-18 15:37 - skyjake

- Subject changed from [MP] Retain weapons+ammo after death in co-op to [MP] Option to retain weapons+ammo after death in co-op

#4 - 2013-10-18 15:38 - skyjake

- Tags set to Multiplayer

#5 - 2013-10-18 15:38 - skyjake

- Parent task deleted (#1604)

#6 - 2019-11-29 18:28 - skyjake

- Category set to Enhancement

- Target version set to Multiplayer