

Doomsday Engine - Feature #1604

Game rules (1p and MP)

2013-10-18 15:34 - skyjake

|  |            |                    |            |
|--|------------|--------------------|------------|
| <b>Status:</b>   | New        | <b>Start date:</b> |            |
| <b>Priority:</b>   | High       | <b>% Done:</b>     | 20%        |
| <b>Assignee:</b>   |            |                    |            |
| <b>Category:</b>   | Redesign   |                    |            |
| <b>Target version:</b>   | Modding    |                    |            |
| <b>Description</b>   |            |                    |            |
| All the game plugins have a number of cvars that affect how gameplay behaves (either in 1p or MP). Instead/additionally, there should be a better mechanism for defining the gameplay rules. In this setup, one of the possible rule sets would for example be "Deathmatch". "Single player" would be another rule set.                |            |                    |            |
| <ul style="list-style-type: none"><li>• It should be easily possible to alter the active set of game rules, or create one's own rule set.</li><li>• The map cycle should be incorporated into the game rules.</li><li>• Setting profiles (cf. Renderer Appearance) should/could be incorporated into the game rules somehow?</li></ul> |            |                    |            |
| See: <a href="#">Game rules proposal</a>   |            |                    |            |
| <b>Related issues:</b>   |            |                    |            |
| Related to Feature #1576: [MP] Option to retain weapons+ammo after death in c...   | New        |                    | 2012-10-22 |
| Related to Feature #1565: [MP] Option to remove MP flagged weapons in co-op  | New        |                    | 2012-06-25 |
| Related to Feature #1457: [MP] Option to choose items/weapons/ammo on spawn  | New        |                    | 2007-10-04 |
| Related to Feature #1441: [MP] Option: weaponstay deathmatch   | New        |                    | 2007-03-01 |
| Related to Feature #1401: [MP] Options for retaining or acquiring items/keys/...   | New        |                    | 2006-03-24 |
| Related to Feature #1321: Scoring points in 1p and MP  | Rejected   |                    | 2004-01-07 |
| Related to Feature #1213: [MP] Respawn items in co-op and deathmatch   | New        |                    | 2003-06-28 |
| Related to Feature #1202: [MP] Options for Heretic co-op   | New        |                    | 2003-06-20 |
| Related to Feature #1584: [Deathkings] Option for monster respawn rate   | Closed     |                    | 2013-09-03 |
| Related to Feature #1484: [MP] Bindings for group chat   | Rejected   |                    | 2009-02-25 |
| Related to Feature #1208: Game extension plugins   | Rejected   |                    | 2003-06-27 |
| Related to Feature #1369: Dynamic map lists (episode structure)  | Closed     |                    | 2004-12-15 |
| Related to Feature #1386: Stopping monster infighting  | New        |                    | 2005-08-22 |
| Related to Feature #1447: Co-op player actions (giving, healing)   | New        |                    | 2007-05-24 |
| Related to Feature #1452: [Hexen] Monster respawn rate   | Rejected   |                    | 2007-08-27 |
| Related to Feature #1498: [Hexen] Option for ringing the bell from below   | Rejected   |                    | 2009-09-02 |
| Related to Feature #1505: [Heretic] Boss drop off physics (never instantly dr...   | Closed     |                    | 2010-01-21 |
| Related to Feature #1516: [Heretic Hexen] Add Doom-like option for fast monsters   | New        |                    | 2010-04-13 |
| Related to Feature #1581: Melee attacks affected by looking up/down  | Rejected   |                    | 2012-04-18 |
| Related to Feature #1587: 3D weapon behaviour  | New        |                    | 2013-09-29 |
| Related to Feature #1638: Configure game options via Shell GUI   | Closed     |                    | 2013-10-24 |
| Related to Bug #251: [Doom] Nightmare monsters sometimes not fast  | Progressed |                    | 2005-08-23 |
| Related to Feature #1844: Support ZDoom's skill definitions in MAPINFO   | New        |                    | 2014-07-17 |
| Related to Feature #2207: Fast Monsters option in the Options > Gameplay menu  | Closed     |                    | 2017-03-04 |
| Related to Feature #2238: Configure game rules in custom profiles  | Closed     |                    | 2017-04-04 |
| Related to Feature #2288: Configure all multiplayer game options via GUI   | New        |                    | 2013-10-24 |

History

#1 - 2013-10-18 15:35 - skyjake

- Description updated

#2 - 2013-10-18 15:53 - skyjake

- Tags changed from Multiplayer to Multiplayer, Gameplay

- Subject changed from [MP] Game rules to Game rules (1p and MP)
- Description updated

### #3 - 2013-10-18 15:56 - skyjake

- Priority changed from Normal to High

### #4 - 2013-10-18 21:23 - danij

Should a map cycle be incorporated into the game rules?

It occurs to me that a map cycle is outside the scope of a game rule set. A map cycle can and should work independently from a set of game rules.

Mixing the map cycle into the game rules would contradict the map progression that is normally attributed to a singleplayer game session.

### #5 - 2013-10-18 21:31 - skyjake

Hmm, in the context of MP it makes more sense than in 1p to have the map cycle as part of rules...

Maybe this could be solved by making the rules hierarchical, so that the map cycle would essentially be a variant applied on a parent rule set? The rule set hierarchy could also tie into the [Game mode hierarchy](#).

Personally I find it difficult to justify leaving map cycle out of the game rules entirely.

### #6 - 2013-10-18 21:46 - danij

Interpreting the rule set as a hierarchy would seem to be the correct solution here. In fact I wonder whether game rules and game modes are actually the same conceptually and if so then a generalised mechanism which folds both feature sets might be desirable.

However this could potentially mean a rule set is not "complete" with some rules having no defined value.

### #7 - 2014-04-12 15:51 - danij

- Target version set to 1.15

### #9 - 2014-07-17 17:18 - danij

- Related to Feature #1844: Support ZDoom's skill definitions in MAPINFO added

### #10 - 2014-09-15 11:08 - danij

- Target version deleted (1.15)

### #11 - 2015-04-22 04:54 - danij

- Assignee set to danij
- Target version set to 42

### #12 - 2015-05-03 17:04 - skyjake

- Target version changed from 42 to 2.0 – Home UI & Packages

### #13 - 2015-05-03 17:04 - skyjake

- Target version changed from 2.0 – Home UI & Packages to Rendering

### #14 - 2015-05-03 17:06 - skyjake

- Target version deleted (Rendering)

Removing target version since this is more of an umbrella topic. Issues targeting specific versions should be more concrete in scope.

### #15 - 2017-03-04 10:09 - skyjake

- Related to Feature #2207: Fast Monsters option in the Options > Gameplay menu added

### #16 - 2017-04-04 08:19 - skyjake

- Related to Feature #2238: Configure game rules in custom profiles added

### #17 - 2018-10-27 14:45 - skyjake

- Related to Feature #2288: Configure all multiplayer game options via GUI added

**#18 - 2019-11-29 21:32 - skyjake**

- Assignee deleted (*daniij*)
- % Done changed from 0 to 20

**#19 - 2019-11-29 21:33 - skyjake**

- Target version set to *Modding*