

Doomsday Engine - Feature #1762

Game hierarchy

2014-04-18 08:12 - skyjake

Status:	New	Start date:	2014-04-18
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Redesign		
Target version:	3.x		
Description Many of the supported games are variants of some other supported game. Therefore, games should form a hierarchy so that one can refer to multiple games by using the common parent game's identity key. A hierarchy like this allows modelling the relationships between extended games and variant games <ul style="list-style-type: none">• doom<ul style="list-style-type: none">◦ 1<ul style="list-style-type: none">▪ ultimate◦ 2<ul style="list-style-type: none">▪ tnt▪ plutonia• heretic<ul style="list-style-type: none">◦ serpentriders• hexen<ul style="list-style-type: none">◦ 1.0◦ 1.1<ul style="list-style-type: none">▪ dk Note that game::Game already supports specifying a "variant of" identifier for each game.			
Related issues:			
Related to Feature #1578: "doom-all" folder		Rejected	2012-12-17

History

#1 - 2019-11-29 20:18 - skyjake
- Target version set to 3.x