

Doomsday Engine - Feature #1976

Replace old Save/Load menu with new UI widgets

2015-02-12 13:22 - skyjake

Status:	New	Start date:	2015-02-12
Priority:	Normal	% Done:	0%
Assignee:	skyjake		
Category:	Enhancement		
Target version:	User interface		
Description <p>The traditional save menu is quite (visually) broken. To enable screenshots and better metadata, the save/load menus need to be revised.</p> <p>The savegame menus that appear in the Home screen and via the Main Menu will likely be the same or at least very similar.</p> <p>Notes:</p> <ul style="list-style-type: none">• There should be an unlimited number of savegame slots.<ul style="list-style-type: none">* Usability: It's a bit difficult to see in Home which savegame was the right one. Could highlight the latest save?• Usability: If the user sets their own savegame title, further saves should not overwrite it with the generated one.			
Related issues:			
Related to Feature #1771: Delete savegames via Game Selection menu		Closed	2014-04-18
Related to Feature #2177: Savegames are not completely separated between prof...		Closed	2016-09-04
Related to Feature #1203: Additional save slots — revised save management		Progressed	2003-06-20

History

- #1 - 2015-02-12 13:22 - skyjake
- Related to Feature #1771: Delete savegames via Game Selection menu added
- #2 - 2015-05-17 19:36 - skyjake
- Description updated
- #3 - 2016-09-04 09:27 - skyjake
- Related to Feature #2177: Savegames are not completely separated between profiles added
- #4 - 2019-11-29 21:56 - skyjake
- Related to Feature #1203: Additional save slots — revised save management added
- #5 - 2019-11-29 21:56 - skyjake
- Subject changed from Replace old Save/Load menu with new appfw UI widgets to Replace old Save/Load menu with new UI widgets
- Target version set to User interface