

## Doomsday Engine - Feature #2340

### A new MP game mode: no respawn

2019-08-02 10:28 - vermil

<b>Status:</b>	New	<b>Start date:</b>	2019-08-02
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Enhancement		
<b>Target version:</b>	Multiplayer		
<b>Description</b>			
Inspired by a post on Doomworld, I would like to request a new Co-op MP variant where players aren't allowed to respawn. If all the players die, the level resets.			

#### History

#1 - 2019-08-02 10:29 - vermil

- Tracker changed from Bug to Feature

#2 - 2019-08-03 19:59 - skyjake

- Category set to Enhancement

- Target version set to Multiplayer