Doomsday Engine - Feature #2340

A new MP game mode: no respawn

2019-08-02 10:28 - vermil

Status:	New		**Start date:**	2019-08-02
Priority:	Normal		**% Done:**	0%
Assignee:				
Category:	Enhancement			
Target version:	Multiplayer			

Description

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