Doomsday Engine - Feature #2465

Keeping arsenal in coop

2021-10-23 18:36 - Giskard_hun

Status:	New	**Start date:**	2021-10-23
Priority:	Normal	**% Done:**	0%
Assignee:	Deng Team		
Category:			
Target version:			

Description

in Quake1 it was very cool, if player dies he spawned with the same arsenal (also weapons and ammos) what he brought from the previous map. This way the player doesn't need to waste minutes again and again to find weapons. In quake1 the players also can found their dropped arsenal in a baskpack near his corpse. I know its not quake, but the gameplay experience would be better I think.