

	2026 Progress Overview																									
	2026-1				2026-2				2026-3				2026-4				2026-5				2026-6					
	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
Doomsday Engine																										
Doomsday Engine - 3.0																										
Next-gen renderer (codename "Gloom")																										
Doomsday Engine - Architecture																										
Use local server to run single-player (...)																										
Doomsday Engine - Input and game controllers																										
Gamepad usability issues																										
Doomsday Engine - Modding																										
Changes to BLOOD states ignored																										
Missile speeds (steep vertical angles)																										
[Resampler] Low quality sound samples (...)																										
[Hexen] Class change in-game causes (...)																										
[Heretic] Some missiles should not splash																										
0 tic state issues																										
[Heretic] Enemy missile spreads have (...)																										
[Hexen] Invincible Afrits																										
"spawnmobj" baddies auto wake up in (...)																										
[XG] Sounds ignore defined group																										
[Doom] Evil Eye height issue																										
[Doom] Lost Souls infinite Z height																										
[Doom] Shotgun Guy drops multiple Shotguns?																										
Doomsday Engine - Rendering																										
Draw lens flares using GL2																										
Particles rendered at wrong height																										
Alignpitch/yaw flags for model particles																										
[Heretic Hexen] Torch fix not applied (...)																										
Light decoration placement on planes (...)																										
Ambient occlusion on middle surfaces (...)																										

<p>[InFine] Inadvertent background animation Models cut off in 16:10 view ratio Fullbright psprites and colored lighting [Hexen] Map 2: HOM in floor near x:-425 (...) Detail texture maximum distance ignored Flat tiling error with custom flats Particles and looking up/down sharply [Doom] Use of CWILV graphics on automap Sprite angling incorrect at sharp angles [Hexen] 3D Tree_Destructive appearance (...) [InFine] Line spacing for text Doomsday Engine - User interface UI improvements Doomsday Engine - Vanilla / Gameplay [Doom] Nightmare monsters sometimes (...) Accurately hit testing fast projectiles (...) Sprites moving up if their bottom intersects (...) [Co-op] Voodoo dolls not supported Texture offset anomaly [Hexen] Tiny difference in Ettin behaviour [Hexen] Wraithverge Ghosts incorrectly (...) [Doom] Blast damage algorithm</p>	
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