

## Issues

| #    | Project         | Tracker | Status     | Priority | Subject  | Assignee  | Updated          | % Done |
|------|-----------------|---------|------------|----------|--|-----------|------------------|--------|
| 2413 | Doomsday Engine | Feature | New        | High     | [MP] Configure what the server does after a timeout when no clients connected          | skyjake   | 2020-12-08 08:27 | 0      |
| 1986 | Doomsday Engine | Feature | New        | High     | [MP] Configure what the server does when an episode ends                               | skyjake   | 2020-12-08 08:27 | 0      |
| 2423 | Doomsday Engine | Feature | New        | Normal   | Support something like mDNS / Avahi / Bonjour protocol for local server auto discovery | Deng Team | 2020-05-10 11:23 | 0      |
| 1658 | Doomsday Engine | Feature | New        | High     | Automatic port forwarding (UPnP/NAT-PMP/PCP)   | skyjake   | 2020-05-10 11:14 | 0      |
| 2334 | Doomsday Engine | Bug     | New        | High     | Client should load server's data files when connecting via command line                | skyjake   | 2019-12-01 22:34 | 0      |
| 2336 | Doomsday Engine | Feature | New        | Normal   | Comprehensive server info and metadata   |           | 2019-11-29 22:42 | 0      |
| 2333 | Doomsday Engine | Feature | New        | Normal   | Extend info about server wads (filename, checksum)                                     |           | 2019-11-29 22:35 | 0      |
| 2331 | Doomsday Engine | Bug     | New        | Normal   | Server doesn't check wads (connecting via command line)                                |           | 2019-11-29 22:31 | 0      |
| 1970 | Doomsday Engine | Feature | New        | Normal   | Scriptable map entry/exit, cycling   |           | 2019-11-29 21:13 | 0      |
| 1765 | Doomsday Engine | Feature | New        | High     | Multiplayer savegames (co-op)  | skyjake   | 2019-11-29 20:20 | 0      |
| 1614 | Doomsday Engine | Feature | New        | High     | Improved demo recording and playback   |           | 2019-11-29 20:20 | 0      |
| 1757 | Doomsday Engine | Feature | New        | High     | Separate server and client sources   |           | 2019-11-29 20:17 | 20     |
| 1415 | Doomsday Engine | Feature | New        | Low      | [Master Server] Allow specifying server IP manually                                    |           | 2019-11-29 12:50 | 0      |
| 1961 | Doomsday Engine | Bug     | New        | Normal   | Client fatal error due to invalid data received from server                            |           | 2018-07-29 16:53 | 0      |
| 1754 | Doomsday Engine | Feature | New        | High     | Start local server using client GUI  | skyjake   | 2018-07-29 16:46 | 0      |
| 2015 | Doomsday Engine | Feature | Progressed | Normal   | Remove server-side audio system  |           | 2019-11-29 23:06 | 50     |
| 9    | Doomsday Engine | Feature | Progressed | High     | Use local server to run single-player games  |           | 2019-11-29 20:21 | 0      |