

Doomsday Engine - Feature #1447

Co-op player actions (giving, healing)

2007-05-24 07:44 - smoke_tetsu

Status: New	Start date: 2007-05-24
Priority: Normal	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: Multiplayer	
Description One thing I think Doomsday needs is the ability to drop items like Ammo and Weapons in CO-OP games to share with other players. As far as I can see there is no way to do that. Also related to that, perhaps a way to give health to other players would be nice.	
Labels: Gameplay	
Related issues:	
Related to Feature #1604: Game rules (1p and MP)	New
Related to Feature #1608: Integrate Doomsday Script	Progressed 2013-10-22

History

#1 - 2013-10-22 08:57 - skyjake

- Tags set to *Gameplay, Multiplayer*

- Subject changed from *CO-OP Request* to *Co-op player actions*

Might be included in the MP game rule set, however requires some new game logic. Perhaps could be done entirely with Doomsday Script?

#2 - 2013-10-22 08:57 - skyjake

- Subject changed from *Co-op player actions* to *Co-op player actions (giving, healing)*

#3 - 2013-10-22 22:23 - danij

In my opinion this is something I would expect to see in a mod rather than an explicit feature. Once Doomsday Script has the requisite bindings I can think of no reason for this to be implemented internally.

#4 - 2019-11-29 19:19 - skyjake

- Category set to *Enhancement*

- Target version set to *Multiplayer*