

Doomsday Engine - Feature #1976

Replace old Save/Load menu with new UI widgets

2015-02-12 13:22 - skyjake

Status:	New	Start date:	2015-02-12
Priority:	Normal	% Done:	0%
Assignee:	skyjake		
Category:	Enhancement		
Target version:	User interface		
Description			
The traditional save menu is quite (visually) broken. To enable screenshots and better metadata, the save/load menus need to be revised.			
The savegame menus that appear in the Home screen and via the Main Menu will likely be the same or at least very similar.			
Notes:			
<ul style="list-style-type: none">• There should be an unlimited number of savegame slots.<ul style="list-style-type: none">* Usability: It's a bit difficult to see in Home which savegame was the right one. Could highlight the latest save?• Usability: If the user sets their own savegame title, further saves should not overwrite it with the generated one.			
Related issues:			
Related to Feature #1771: Delete savegames via Game Selection menu		Closed	2014-04-18
Related to Feature #2177: Savegames are not completely separated between prof...		Closed	2016-09-04
Related to Feature #1203: Additional save slots — revised save management		Progressed	2003-06-20

History

#1 - 2015-02-12 13:22 - skyjake

- Related to Feature #1771: Delete savegames via Game Selection menu added

#2 - 2015-05-17 19:36 - skyjake

- Description updated

#3 - 2016-09-04 09:27 - skyjake

- Related to Feature #2177: Savegames are not completely separated between profiles added

#4 - 2019-11-29 21:56 - skyjake

- Related to Feature #1203: Additional save slots — revised save management added

#5 - 2019-11-29 21:56 - skyjake

- Subject changed from Replace old Save/Load menu with new appfw UI widgets to Replace old Save/Load menu with new UI widgets

- Target version set to User interface