

ET: Legacy Development - Feature #871

(Team-) Deathmatch gametype

23.08.2015 10:05 - keMoN

Status:	New	% Done:	0%
Priority:	Low	Spent time:	0.00 hour
Assignee:			
Category:	Mod generic		
Target version:	2.78		
OS:		Arch:	
Description			
For the same reasons specified in number 4 I think it would be nice to have an additional (Team-)Deathmatch gametype.			
For starters this would "only" require:			
<ul style="list-style-type: none">• ability to collect weapons - not restricted to 1 primary and 1 secondary anymore• re-implement health/ammo power-ups from rtcw (MP40/Kar clips, grenades, flak jacket, etc.)			
Related issues:			
Related to ET: Legacy Development - Feature # 1252: Add dynamic campaign mode		New	18.04.2019

History

#1 - 23.08.2015 11:45 - IR4T4

- Target version set to 2.78

#2 - 23.08.2015 12:02 - Spyhawk

- Category set to Mod generic

#3 - 23.08.2015 12:09 - Spyhawk

This is also implemented by [silent mod](#).

#4 - 21.04.2019 12:02 - Spyhawk

- Related to Feature #1252: Add dynamic campaign mode added