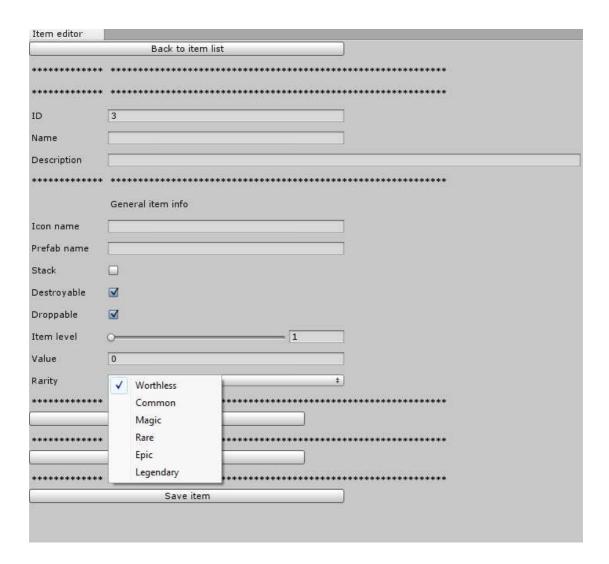# RPG starter kit – Items

Item is everything that can be placed in inventory. Items can be objectives of quests (items you must bring to NPC to complete quest). Armor and weapon editors have similar configuration, so parameters are described for all of them.

RPG -> Item (weapon, armor) editor

There is a list of added items, which you can modify. Every item can be deleted by clicking the "**Delete**" button next to it.

RPG -> Weapon, item, armor editor -> parameters

ID – ID of item, automatically generated number (do not edit)
Name – displayed name of item
Description – characterization of item, has no effect

Armor value – value of armor attribute (armor only)

Minimum dmg – minimum of damage weapon must deal (weapons only)
Maximum dmg – maximum of damage weapon can deal (weapons only)
Attack speed – speed of weapon (weapons only)

Durability – amount of damage item can take before it breaks
Add slot – adds another slot in which you can equip weapon
Eq slot ID – ID of the slot in which you can equip weapon (Slot ID can be deleted by clicking the "*Delete*" button next to it.)

Icon name – if you don´t have Unity Pro icon must be in Resources folder
Prefab name - if you don´t have Unity Pro prefab must be in Resources folder
Stack – is weapon stackable or not? If yes, you can set maximum amount of item in one stack
Destroyable – is weapon destroyable or not?
Droppable – is weapon droppable? If yes, it will drop upon death.
Item level – level of weapon item
Value – price you can purchase the item for
Rarity – describes how unique the item is

Add item category – adds another item category
Item category – Item category the item belongs to(Item category can be removed by clicking the "*Remove*" button next to it.)

Add use effect – adds ability to item
Target – target the effect is used on
Effect type – this is what the effect will do
Value – intensity of effect (For example, how much Hit Points it heals)
Duration – duration the effect lasts for

Save item – saves all parameters and sends you back to the list.

RPG -> item, weapon, armor editor -> Generate stronger versions
This feature automatically generates stronger copies of the item with the same name. It can be used for all items (healing potions, weapons etc.).

Increasing dmg – if ticked, weapon gets more damage in every version. You can choose whether the increase of damage is linear or exponential and you can also change amount of damage increase.
Lvl increase – difference in item level between generated items (if 10 is set, then generated items will be item levels 1, 10, 20, 30 etc.)
Generate – generates settings for specified frequency (just for preview, has no effect for

generation itself, so it doesn't have to be clicked)

Use adjective – if ticked, generated items are given adjectives according to their quality.

Increasing price - if ticked, item gets more expensive in every version. You can choose whether the increase of price is linear or exponential and you can also change amount of price increase.

Increasing effect - if ticked, item's effect gets more powerful in every version. You can choose whether the increase of effect's power is linear or exponential and you can also change amount of power increase.

Generate and save items – generates and saves items and brings you back to the list.

<u>RPG -> Item Category</u>

Item categories are used to divide items into groups, which is very important when making a shop. One item can be in more than one category at the same time. Every category can be deleted by clicking the "*delete*" button next to it.

ID – ID of category, automatically generated number (do not edit)

Name – category name

Description – characterization of category, has no effect

Save category – saves category and brings you back to list