**Crafting from scratch:** create objects from resources with a chance of a random property.

Requires implementation of:

* Resources for crafting
* Creation of objects inheriting properties from “materials” of resources.
* System to add random properties to item
* List of random properties which make sense

Basic resources brainstorming:

* Wood
* Metal
* Plastic
* “Crystals” for special effects.

**Modular items:** replacement of parts/addition of elements into items to change item stats and apply properties.

Requires implementation of:

* List of objects making up an “item”.
* GUI to add-remove these objects.
* System to change item stats, and revert the change when the component is removed.

Components brainstorming:

Armor:

* Padding
* Plates
* Coating.

Melee Weapons:

* Grip /handle binding (decreases attack cooldown)
* Weight (increases stun/blunt damage)
* Coating

Ranged Weapons:

* Grip (decreases shooting cooldown).
* Silencer (reduces shooting noise/damage).
* Stabilizer (increases accuracy).
* Scope/ironsights (increases accuracy).