

Dominic Umbrasas

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Generative Design

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Midterm Check-In 3

I am adding an extra parameter, and unique modifier as I have detailed from the first check-in, the wildcard. The wildcard is determined by parameter wildcard chance, instead of a flat stat boost it changes the behaviour, in this case a chance to do something differently (block damage, infinite damage). This represents both a new type of modifier and a new parameter.

Outputs Below:

(Default Parameters: Modifier Strength 2, Wildcard Chance % 15)

```
Item Type: Weapon
Normal Sword
    Damage Bonus: 0
    Speed Bonus: 0
-----
Item Type: Weapon
Defective Axe
    Damage Bonus: -10
    Speed Bonus: -4
-----
Item Type: Equipable
Divine Ring
    Damage Bonus: 10
    Speed Bonus: 4
    Wildcard: 10% chance to block damage
-----
Item Type: Weapon
Defective Axe
    Damage Bonus: -10
    Speed Bonus: -4
-----
Item Type: Equipable
Divine Amulet
    Damage Bonus: 10
    Speed Bonus: 4
-----
Item Type: Equipable
Defective Ring
    Damage Bonus: -10
    Speed Bonus: -4
-----
Item Type: Equipable
Divine Helmet
    Damage Bonus: 10
    Speed Bonus: 4
-----
Item Type: Equipable
Normal Helmet
    Damage Bonus: 0
    Speed Bonus: 0
-----
Item Type: Equipable
Normal Amulet
    Damage Bonus: 0
    Speed Bonus: 0
-----
Item Type: Equipable
Divine Helmet
    Damage bonus: 10
    Speed Bonus: 4
-----
Item Type: Equipable
Normal Ring
    Damage Bonus: 0
    Speed Bonus: 0
-----
Item Type: Equipable
Defective Amulet
    Damage Bonus: -10
    Speed Bonus: -4
-----
Item Type: Equipable
Defective Ring
    Damage Bonus: -10
    Speed Bonus: -4
    Wildcard: 10% chance to block damage
-----
Item Type: Weapon
Divine Bow
    Damage Bonus: 10
    Speed Bonus: 4
-----
Item Type: Weapon
Divine Bow
    Damage Bonus: 10
    Speed Bonus: 4
-----
Item Type: Weapon
Normal Bow
    Damage Bonus: 0
    Speed Bonus: 0
-----
Item Type: Weapon
Divine Axe
    Damage Bonus: 10
    Speed Bonus: 4
-----
Item Type: Weapon
Defective Sword
    Damage Bonus: -10
    Speed Bonus: -4
-----
Item Type: Equipable
Normal Helmet
    Damage Bonus: 0
    Speed Bonus: 0
    Wildcard: 10% chance to block damage
-----
Item Type: Weapon
Divine Bow
    Damage Bonus: 10
    Speed Bonus: 4
-----
```

(Modified Parameters: Modifier Strength 3, Wildcard Chance % 70)

```
Item Type: Equipable
Normal Helmet
Damage Bonus: 0
Speed Bonus: 0
-----
Item Type: Weapon
Normal Bow
Damage Bonus: 0
Speed Bonus: 0
Wildcard: 5 % Chance to do infinite damage
-----
Item Type: Weapon
Divine Bow
Damage Bonus: 15
Speed Bonus: 6
Wildcard: 5 % Chance to do infinite damage
-----
Item Type: Weapon
Divine Bow
Damage Bonus: 15
Speed Bonus: 6
Wildcard: 5 % Chance to do infinite damage
-----
Item Type: Weapon
Divine Bow
Damage Bonus: 15
Speed Bonus: 6
Wildcard: 5 % Chance to do infinite damage
-----
Item Type: Weapon
Defective Bow
Damage Bonus: -15
Speed Bonus: -6
Wildcard: 5 % Chance to do infinite damage
-----
Item Type: Equipable
Defective Helm
Damage Bonus: -15
Speed Bonus: -6
Wildcard: 10% chance to block damage
-----
Item Type: Equipable
Divine Ring
Damage Bonus: 15
Speed Bonus: 6
Wildcard: 10% chance to block damage
-----
Item Type: Weapon
Defective Sword
Damage Bonus: -15
Speed Bonus: -6
Wildcard: 5 % Chance to do infinite damage
-----
Item Type: Equipable
Defective Amulet
Damage Bonus: 15
Speed Bonus: 6
Wildcard: 10% chance to block damage
-----
Item Type: Equipable
Defective Helm
Damage Bonus: -15
Speed Bonus: -6
Wildcard: 10% chance to block damage
-----
Item Type: Equipable
Defective Amulet
Damage Bonus: -15
Speed Bonus: -6
Wildcard: 10% chance to block damage
-----
Item Type: Equipable
Normal Ring
Damage Bonus: 0
Speed Bonus: 0
Wildcard: 10% chance to block damage
-----
Item Type: Equipable
Normal Helmet
Damage Bonus: 0
Speed Bonus: 0
Wildcard: 0
-----
Item Type: Equipable
Defective Amulet
Damage Bonus: -15
Speed Bonus: -6
Wildcard: 10% chance to block damage
-----
Item Type: Weapon
Divine Bow
Damage Bonus: 15
Speed Bonus: 6
-----
Item Type: Equipable
Normal Ring
Damage Bonus: 0
Speed Bonus: 0
Wildcard: 10% chance to block damage
-----
Item Type: Weapon
Normal Axe
Damage Bonus: 0
Speed Bonus: 0
Wildcard: 5 % Chance to do infinite damage
-----
Item Type: Weapon
Divine Sword
Damage Bonus: 15
Speed Bonus: 6
Wildcard: 5 % Chance to do infinite damage
-----
Item Type: Weapon
Defective Axe
Damage Bonus: -15
Speed Bonus: -6
Wildcard: 5 % Chance to do infinite damage
-----
Item Type: Equipable
Divine Ring
Damage Bonus: 15
Speed Bonus: 6
Wildcard: 10% chance to block damage
```

Expressive Range and Reflection:

The items generated by this generator are powerful in an RPG game context, from turn based RPG to an FPS with RPG elements. However, this generator needs base items to work on, and complex synergies between items are out of the scope of the generator. As such, it may be better termed an item randomization generator than an item generator.