Feedback Summary:

1 Ethan: UI would be nice, going in the right direction, ability to input list would be nice. More variability.

2 Charles: More tuning control rather than a flat multiplier for modifiers, more variability in items.

3 Jonathan: Order by item types, more modifiers, like the base idea.

I was surprised that the ability to input lists blindsided me. Since the program is C++ code sometimes the playtesters modified what they thought was a parameter but was not.

Dominic U - Item Generator

Feedback - Dominic's item generator was very interesting. It was grammar based, and used a multiplier for power. I did recommend a little more fine tuning with the different stats, as a flat multiplier across the board was cool but not too useful. Modular development would also have been cool, as a game may need different items and modifiers. Overall, was an interesting piece.

I am not too sure which midterm tools we'll use for our final project. Within our group at the moment is a tree generator, a spawn generator, an audio stream generator and a loot chest generator. Given our glorious plan of balajong, we should probably find something like a dungeon layout tool?

✉ **Mark as Unread**

Playtesting Screenshots from Previous Versions:

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