The item generator is a simple program that allows a user to create custom magic items for the 5th edition of the popular tabletop adventure game, Dungeons and Dragons.

On the top left side of the screen is a dropdown menu that the user may click on and select the type of item they are building.

Below the Item Type selection is a panel of radio buttons that are used to select an augment slot, either a Prefix, Suffix, Tertiary, or Trigger effect. An item can have at most one of each of these augments. Though some augments can fit in more than one type of slot.

Once a slot type is selected, the user may use the 3 dropdown menus directly below that to select the type of augment they want to put in that slot, the power level of that augment, and choose a variation of that augment. Not all augments have variations, or different power levels.

Below the augment selection is a display which shows the build cost of the currently selected augment, as well as the total cost of the entire item.

The current description of the item is displayed on the right side of the screen.

Below the description is a button that will export the current description to a text document in the same directory as the program. This button will only export the file if the item has at least 1 augment applied to it.

In the center of the screen is an image representing the currently selected item.

Above the image is a nameplate that displays the items name. The name is auto generated based on the augments used unless the user clicks on the nameplate and selects their own custom name. At which point the custom name will be used. Deleting the name will cause the item to use the auto generated name once more.

Below the items portrait is the “Create” button. Which will add the item to a list of your completed items. This list can be accessed by clicking the “Completed Items” button in the header of the program. This will take you to the completed items page.

The completed items page lists all your completed items on the left side of the screen. And shows the name, portrait, and description of your currently selected item.

After selecting an item, a user can press the “Salvage” button to scrap a completed item in exchange for a portion of the gold used to make it.

The user can also click the “Modify Item” button on the bottom left side of the screen to remove an item and return it to item creation.

Once a user is done viewing the completed items screen, they can return to item creation by clicking the “Create New Item” button in the header of the program.