# SCOPE: Use data from weapons potential perks and image representation to model potential loadouts

# Tables

### D2\_Weapons: All Weapons and possible slots

#### D2Weapons\_Kinetic

##### Auto\_Rifles

##### Combat\_Bows

##### Fusion\_Rifles

##### Grenade\_Launchers

##### Hand\_Cannons

##### Pulse\_Rifles

##### Scout\_RiflesS

##### hotgusns

##### Sidearms

##### Sniper\_Rifles

##### Submachine\_Guns

##### D2Weapons\_Energy

##### Auto\_Rifles

##### Combat\_Bows

##### Fusion\_Rifles

##### Glaives

##### Grenade\_Launchers

##### Hand\_Cannons

##### Linear\_Fusion\_Rifles

##### Pulse\_Rifles

##### Scout\_RiflesS

##### hotgusns

##### Sidearms

##### Sniper\_Rifles

##### Submachine\_Guns

##### Trace\_Rifles

#### D2Weapons\_Power

### D2\_WeaponPerks: All Perks and Perk descriptions

### D2\_CharacterAttributes

### D2\_Armor

### InvItems-Items in Character Inventories

#### InvItem\_Rating – a view on

# Tasks

### Create Views for each Weapon Type and Slot options

# Features

Suggest dismantle of items of same type that are not locked