## Equipment Design Documentation

**Such Life**

# **[Equipment Info]**

Equipment includes a lot of things, from gears that the MC is wearing to tools and weapons that the Mc is holding. All the equipment will have stats and effects that will affect the gameplay.

***Gear overview***

There will be 6 slots for the MC to equip gears. Each piece will have a main stat and 1-4 substats, depend on the rarity. The substats and main stats cannot be the same for all the pieces. You can enhance your equipment up to +20, and every 4 level, the substats will be randomly upgrade.

1. Gloves
   1. Main Stat: Flat Attack
2. Helmet
   1. Main Stat: Flat Def
3. Armor
   1. Main Stat: Flat HP
4. Boots
   1. Main Stat:
      1. Flat/% Attack
      2. Flat/% Def (magic/physical resistance)
      3. Flat/% HP
      4. % eff res
      5. % effectiveness
5. Ring
   1. Main Stat:
      1. Flat/% Attack
      2. Flat/% Def (magic/physical resistance)
      3. Flat/% HP
      4. % eff res
      5. % effectiveness
6. Dog Tag
   1. Main Stat:
      1. Flat/% Attack
      2. Flat/% Def (magic/physical resistance)
      3. Flat/% HP
      4. % crit rate
      5. % crit damage

***Sub-Stats overview***

Substats is varied, but they can either be only percentage or can appear in both in flat and percentage form.

* Both (Flat and %)
  + Attack
  + HP
  + Def
* Percentage only
  + Crit rate
  + Crit damage
  + Effectiveness
  + Effect resistance

***Gear Set overview***

Gear set will give the MC some stats boost or other special effect. There will be a 2-piece set and 4-piece set. There will be roughly around 10 sets as of now.

1. Attack Set (2-pieces)
2. Defend Set (2-pieces)
3. Health Set (2-pieces)
4. Nimble Set (4-pieces)
   1. Increase dodge chance.
5. Reflection Set (4-pieces)
   1. Reflects damage back to the attacker.
6. Magic Pen Set (2-pieces)
7. Armor Pen Set (2-pieces)
8. Energy Regen Set (4-pieces)
   1. Give you a boost in energy regeneration for your ultimate
9. Emergency Protection Set (4-pieces)
   1. Grant a shield based on your health and def stats when health falls below 50%. Grant continuous healing when health is below 20%. Both effects can be activated at the same time. Cooldown: 10 seconds

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