


UI WIDGET ITEM SUMMARY CARD

PARAMETERS

LEGENDARY WEAPON

SHERIFF



POWER

850

DURABILITY

80/100

AMMO

125

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Praesent nec nunc vitae arcu finibus eleifend.



Lorem ipsum dolor sit amet, consectetur adipiscing elit. Praesent nec nunc vitae arcu finibus eleifend.

DATA-DRIVEN DYNAMIC WIDGETS

(DATA TABLES AND STRUCTS)

Through simple tables, you can fill the values of every variable for UI Widgets

You can add new values and cards from DT Items

The screenshot displays a software interface with a dark theme. At the top, there is a menu bar with 'File', 'Edit', 'Asset', 'Window', 'Tools', and 'Help'. Below the menu bar, a tab labeled 'DT_Items' is active. To the right of the tab, it says 'Row Type: Item_Structure'. Below the tab, there is a toolbar with icons for 'Reimport', '+ Add', 'Copy', 'Paste', 'Duplicate', and 'Remove'. Below the toolbar, there is a section labeled 'Data Table' with a search bar and a table. The table has columns: 'Row N', 'Name', 'Power', 'Durability', 'Ammo', 'Rarity', 'Type', 'Description1', 'Description2', and 'ItemImage'. The first row is highlighted and contains the following data: '1', 'Sheriff', 'SHERIFF', '850', '80/100', '125', 'LEGENDARY', 'WEAPON', 'Lorem ipsum dolor : Lorem ipsum dolor s', and '/Game/Data/ITEMS/Text'. Below the table, there is a section labeled 'Row Editor' with a dropdown menu showing 'Sheriff' and a refresh icon. Below the dropdown, there is a section labeled 'Sheriff' with a list of fields: 'Name', 'Power', 'Durability', 'Ammo', 'Rarity', 'Type', 'Description1', 'Description2', and 'ItemImage'. Each field has a corresponding input field or dropdown menu. The 'Name' field contains 'SHERIFF'. The 'Power' field contains '850'. The 'Durability' field contains '80/100'. The 'Ammo' field contains '125'. The 'Rarity' field contains 'LEGENDARY'. The 'Type' field contains 'WEAPON'. The 'Description1' and 'Description2' fields contain placeholder text: 'Lorem ipsum dolor sit amet, consectetur adipiscing elit. Praesent nec nunc vitae arcu finibus eleifend.'. The 'ItemImage' field contains a small image of a gun and a dropdown menu labeled 'Asset-1'.

Row N	Name	Power	Durability	Ammo	Rarity	Type	Description1	Description2	ItemImage
1	Sheriff	SHERIFF	850	80/100	125	LEGENDARY	WEAPON	Lorem ipsum dolor : Lorem ipsum dolor s	/Game/Data/ITEMS/Text

Row Editor

Sheriff

Sheriff

Name: SHERIFF

Power: 850

Durability: 80/100


Ammo: 125

Rarity: LEGENDARY

Type: WEAPON

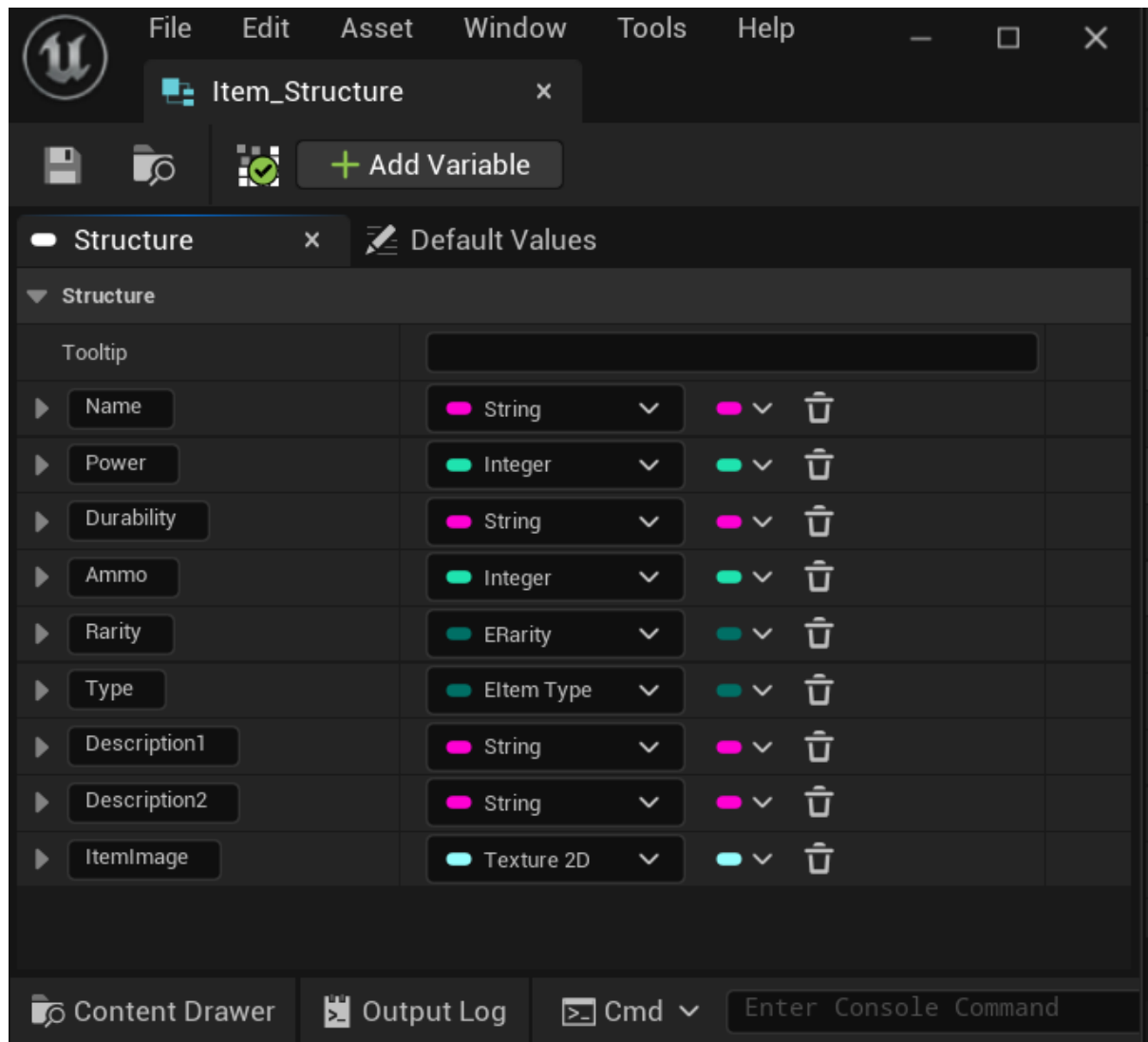
Description1: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Praesent nec nunc vitae arcu finibus eleifend.

Description2: Lorem ipsum dolor sit amet, consectetur adipiscing elit. Praesent nec nunc vitae arcu finibus eleifend.

ItemImage:  Asset-1

The values you can change are:

(Data Structure)



NAME

POWER

DURABILITY

AMMO

DESCRIPTION 1 and 2

Based on the Fortnite game, items are not limited to just weapons and Rarity determines the power and possibilities with the items collected.

ITEM TYPE

- No Category

- WEAPON
- CONSUMABLE
- TRAP
- VEHICLE

RARITY

- COMMON
 - The weakest rarity. Items of this rarity are extremely likely to spawn.
- UNCOMMON
 - More powerful than Common, weaker than Rare.
- RARE
 - More powerful than Uncommon, and weaker than Epic.
- EPIC
 - More powerful than Rare, weaker than Legendary.
- LEGENDARY
 - The most powerful rarity. Items of this rarity have the lowest spawning chances.
- MYTHIC
 - Powerful rarity associated with Boss drops and unique or collaboration items. Standard weapons can appear in this rarity too, serving as an upgrade to their Legendary counterparts.
- EXOTIC
 - Unique Items based upon existing weaponry, modified to have a special attribute.