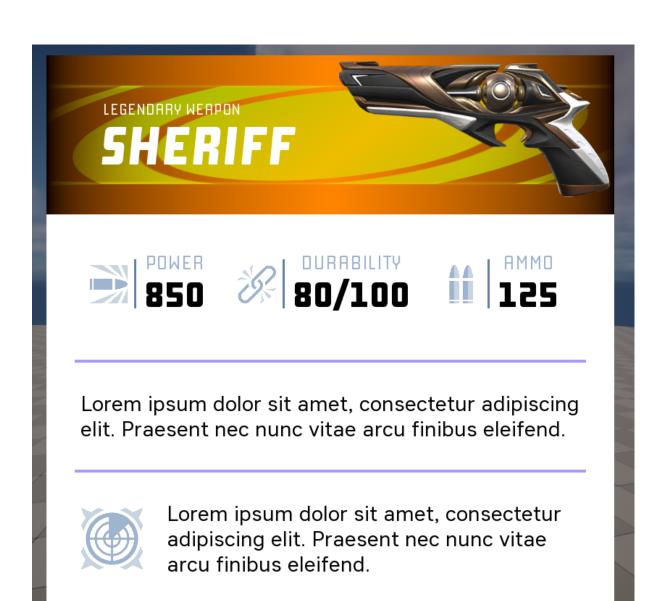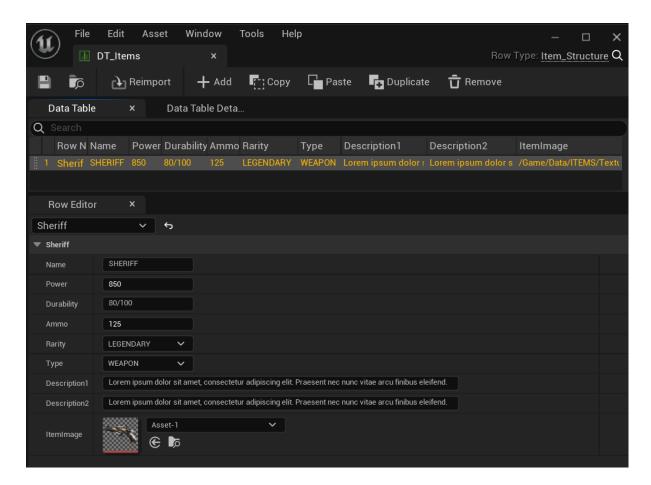# UI WIDGET ITEM SUMMARY CARD

PARAMETERS

DATA-DRIVEN DYNAMIC WIDGETS
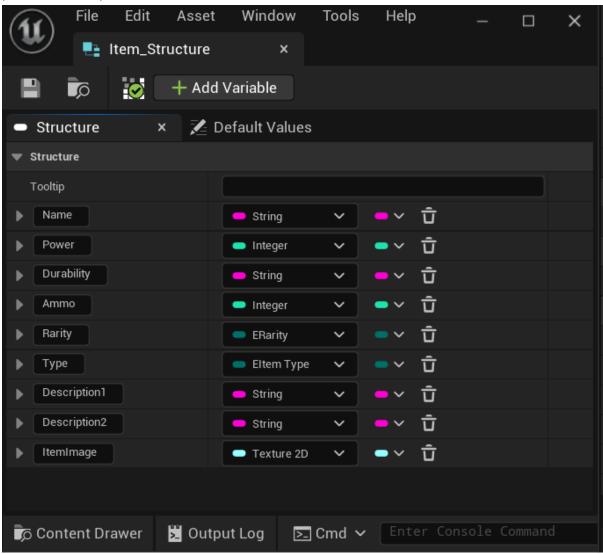
(DATA TABLES AND STRUCTS)

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 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.