Weapon & Armour Design Worksheet

This worksheet will assist you in the creation of weapons & armour that your players can use in your games. Especially if your game happens to have a lot of different items to equip, you may want to keep track of what you have and have not implemented yet. When designing a game, it is important that you keep track of the different weapons or armours in your game, not just for your own reference, but potentially that of other developers working on the same project, so as to avoid conflicts or errors further down the line. The worksheet will be broken down and explained to further help you get started creating items for your players to use!

Worksheet 1: Armour Design Worksheet

This worksheet is the *Armour Design Worksheet.* This worksheet will help you with designing and keeping track of the different armours in your game world, as well as all the information related to each armour.

This worksheet is divided into multiple sections. On the left side of the worksheet, there are spaces to include things like the name or type of armour, which slot the armour goes into, stats for the armour, or any modifications the armour might apply to characters. The right side of the worksheet has a space where you can draw or sketch your armour, as well as spaces to include any special properties or notes related to the armour. An example of how you might fill out the sections of the worksheet is displayed below.

Name: Robes
Price: $5   **Weight:** 1lbs
Armour Type: Cloth
Equipment Slot: Chest/Body
Description: A cheap robe, light but not very protective.

Properties:
Movement_Noise   1
Stamina_Depletion   0.5

Effects/Stat Modifications
Intelligence +10
Dexterity +5

[Drawing]

Other Info:
Wearing this makes it easier to befriend mages.

Worksheet 2: Weapon Design Worksheet

This worksheet is the *Weapon Design Worksheet.* This worksheet will help you with designing and keeping track of the different weapons in your game world, as well as all the information related to each weapon.

This worksheet is divided into multiple sections. On the left side of the worksheet, there are spaces to include things like the name or type of weapon, ammunition required to use the weapon, stats for the weapon, or any modifications the item might apply to characters. The right side of the worksheet has a space where you can draw or sketch your weapon, as well as spaces to include any special properties or notes related to the weapon. An example of how you might fill out the sections of the worksheet is displayed below.

Name: Excalibur
Price: $800   **Weight:** 30lbs
Weapon Type: 2H Sword
Element/Other: Holy Element
Description: A hefty sword pulled out of a stone in the middle of a lake

[ ] Ammunition Item: x
[x] Melee   **[ ] Ranged**   **[ ] Other**
Attack Range: 64px   **Damage:** 99
[ ]Projectile:

Effects/Stat Modifications(Wearer)
Casts a shield orb around the player when taking damage

Effects/Stat Modifications(Target)
If undead, double damage

[Drawing]

Properties:
Holy Attack

Other Info:
Uses 8 frames of animation for a glowing effect around the blade
Unlocks the Sacred Shrine doorway