General Item Design Worksheet

This worksheet will assist you in the creation of items that your players can use in your games. Especially if your game happens to have a lot of different items to choose from, 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 items 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: General Item Design Worksheet

This worksheet is the *General Item Design Worksheet.* This worksheet will help you with designing and keeping track of the different items in your game world, as well as all the information related to each item. Items can be as simple as a healing potion that restores health to the player or detailed story-related objects with lore of their own. It can also be helpful to sketch your items so you have a visual reference to work with.

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 item, how it can be used in the game, which characters can use the item, 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 item, as well as spaces to include any special properties or notes related to the item. An example of how you might fill out the sections of the worksheet is displayed below.

Name: Shovel
Price: $5   **Weight:** 4lbs
Description: A trusty shovel designed to dig holes.
[ ] Key Item used for:
[ ] Consumed Upon Use:

Usable From:
[x]Inventory   **[ ] In Game**   **[x] Hotkey** "H"
[ ] Other

Usable When: **[ ] In Combat**   **[x] Safe Zone**

Usable On:
[ ] Alive Players   **[ ] Alive Enemies**   **[ ] Dead Players**
[ ] Dead Enemies   **[ ] Other**

Effects/Stat Modifications
Digs a hole where the player is standing

[drawing]

Properties:
hole_size   1

Other Info:
Rare items 5% of the times