Character Editor : Data Structures

category	subcategory , string[]	name : string
weapon	singlehanded	gun
	`<input>` type="checkbox" max. 2 checks	sword knife frying pan
	doublehanded	bow & arrow nunchakus crossbow lance
	`<input>` type="radio"	
accessoires	hat	cowboy hat bowler hat
	belt	brown belt black belt

data↑

category↑

Item↑

Item₁↑

category↑

Data
[category : string]: Categories]

Category
subcategories: Subcategory[]
type : string

Subcategory
name : string[]
type : string

`<input>` type="radio"

(JSON)

5