Item Systems:

Basics:

- Two main classes of weapons, ranged and melee
- Different weapon types have different characteristics (e.g. attack speed, damage, reload time)

Approach 1: Static
- Player is free to choose any weapon type; weapons only get more effective with skill up

Approach 2: Loot Driven (Diablo Style)
- Multiple tiers of items are placed into drop tables
- Each tier of items has a different list of possible enhancements

Approach 3: Leveling Items
- As an item is used it becomes charged
- Player can spend this charge to enhance various stats of the weapon with a diminishing rate of return as higher levels are reached
- Can be combined with other styles

Approach 4: Predetermined
- Items are individually created by designers and placed in specific chests
- Chests are assigned to each level and then placed randomly by level algorithm

Enhancement Styles:

If an enchanting system is desired two of the approaches, 2 and 3, lend themselves to this. Approach 2 can add a vendor NPC or a Shrine found within dungeons to allow the player to gamble on adding additional effects to an item, but risk disenchanting it. This approach adds very little overhead as it can use the tables already setup for creating the items at drop.

Approach 3 can have the items growing in power through gameplay (ala-Dungeon Defenders or Dark Cloud) and combines with Static, Loot Driven, or Predetermined systems. The lists below detail approaches that lend themselves to the systems detailed. If for instance we wish to go with Static Items and the Leveling Items approach, the Semi-Realist Tiers could be used to show the level and item has reached. It could also be used as the ranks to select Enhancements from with a loot driven system. The prefix/suffix style is most commonly seen within the genre with loot driven items, which is useful for user familiarity.

The named tiers system is less common, and could be used for Legendary/Mythic items on the semi-realistic tier, or as the highest levels for a leveling items system.

Semi-Realistic Tiers:
- Bent

- Rusty
- Shoddy
- Fine
- Masterwork
- Extraordinary
- Storied
- Legendary
- Mythic

Prefix/Suffix Style Tiers:
- Epic Sword of the Bear
- Frosty Saber of Zombie-bane
- Deadly Pistol of Piercing

Named Tiers:
- Unique items gain a name like "Skullripper", "Catsclaw", "Piratesbane"
- Goes even further with titles "Skullripper, bane of the living", "Winter's Bite, sword of storms"

Potion/Scrolls:

Basics:
- Potions and scrolls are consumable items that grant beneficial or detrimental effects on what is normally a temporary basis
- Potions quite often come in a variety of tiers from least to most effective
- Often have a cool-down to prevent potion spam problems which can quite often render difficulty meaningless and make the game less fun

Approach 1: Static Potions/Scrolls
- Items always do one thing, and are quite clearly labeled as what they are
- Red potions fill health, blue potions fill mana (black powderhorns for powder?)

Approach 2: Random Potions/Scrolls
- A description for each type is randomly generated at the beginning of the game
- Player can try to identify potions with a sip option, or by drinking one
- Potion effects are consistent from description to description, i.e. once a player learns that a blue fizzy potion is a strength buff it will always be a strength buff until a new game is begun
- High intelligence can try to decipher scrolls without triggering them