

Loot Table – Universal Loot System

Documentation

Tiny Slime Studio

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Base Information

Loot Table

„Demo Drop“

Guaranteed Loot Table

| Weight | Item To Drop | Min | Max |
|--------|---------------|-----|-----|
| 0 | Glow_Cylinder | 1 | 1 |

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Change To Get Loot Table

| Weight | Item To Drop | Min | Max |
|--------|--------------|-----|-----|
| 25 | Blue_Ball | 1 | 2 |
| 30 | Gold_Ball | 1 | 2 |
| 20 | Green_Ball | 2 | 4 |
| 25 | Purple_Ball | 1 | 3 |
| 340 | Red_Ball | 1 | 2 |

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WeightToNoDrop

100

Drop Change

| | |
|--------------------------------|--------------|
| <div>Glow_Cylinder [1-1]</div> | - Guaranteed |
| <div>Blue_Ball [1-2]</div> | - 4,63% |
| <div>Gold_Ball [1-2]</div> | - 5,56% |
| <div>Green_Ball [2-4]</div> | - 3,70% |
| <div>Purple_Ball [1-3]</div> | - 4,63% |
| <div>Red_Ball [1-2]</div> | - 62,96% |
| <div>Nothing Additional</div> | - 18,52% |

Guaranteed Loot Table- All Guaranteed Items

Change To Get Loot Table- All the Drawable Items Items

No Drop Weight- Weight to prevent dropping an additional Item

How to Use?

```
//Base Value
public LootDrop Loot_Value;
public Int RandomDropCount = 3;
public Float DropRange = 1f;

//Sample Function
public void OnDrop()
{
    //Within 1m to the point where the object is located
    //summon guaranteed loot and will try to draw 3 additional items

    Loot_Value.SpawnDrop(this.transform, RandomDropCount, DropRange);
}
```