**Lua Game Modification Analysis**

**Name:** DeadlyBossMods

**Game:** World of Warcraft

**Type:** Timers

**Notes:**

* DBM utilises a modular structure that’s built around a core module.
* It seems as if the timer structure is implemented in the core module.
* There are a lot of nested conditionals.

**Name:** Details! Damage Meter

**Game:** World of Warcraft

**Type:** Statistics

**Notes:**