**Lua Game Modification Analysis**

**Name:** DeadlyBossMods

**Game:** World of Warcraft

**Type:** Timers

**Repo:** <https://github.com/DeadlyBossMods/DeadlyBossMods>

**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:** Meters

**Repo:** <https://github.com/Tercioo/Details-Damage-Meter>

**Notes:**

* Similarly modular (admittedly less so than DBM)
* It seems as if conditionals are often being used to check if functions were successful in retrieving some object.
* As with DBM, the separate files are pretty large.

**Name:** Logistic Train Network

**Game:** Factorio

**Type:** Game Feature

**Repo:** <https://github.com/Yousei9/Logistic-Train-Network>

**Notes:**

**Name:** Real Great People

**Game:** Civilization VI

**Type:** UI

**Repo:** <https://github.com/Infixo/Civ6-Mods/tree/master/RGP>

**Notes:**

**Name:** Trouble in Terrorist Town 2

**Game:** Garry’s Mod

**Type:** Game Feature

**Repo:** <https://github.com/TTT-2/TTT2>

**Notes:**

**Name:**

**Game:**

**Type:**

**Repo:**

**Notes:**