----World of Warcraft Addon Simulator----

-All that is needed to run the simulator is the data folder along with the .pde files.
-The **lua** file and **toc** file within the World of Warcraft file is **only** used to collect data from the game World of Warcraft.

Once the simulator has been run, a user can use the buttons to familiarize themselves with the sounds.

Health, Trinket, and Debuff buttons play their related sound effect.
Clicking the 1, 2, or 3 sets a filter on the sound effects like in the simulator logic handling.
The Gain slider is also used to simulate similar effects found in the simulator logic handling.

Click Start Event Stream to begin handling test cases
The **default** setting is Debuff test cases.
By typing **BACKSPACE**, you can access Trinket test cases.
By typing **TAB**, you can access Health test cases.
By typing **ENTER**, you can return to Debuff test cases.

The sounds are all old sound effects from World of Warcraft not used, it felt correct using some of the games old sounds as part of the Addon Simulator.
Lastly, given the data, sound will change in gain value and what frequencies are being removed (by filter) based off of what is occuring to the player.

-Health: the closer the player reaches 0 health, the less filtered the sound effect. When reaching the lower bounds, text-to-speech tells the player to *"Run Away"*

-Trinket: as the trinket reaches the ability to be used again, the louder the sound effect and the clearer the sound

-Debuff: This is a little more complicated. There is a priority tier in the dummy data. Newly acquired debuffs are ranked as 2 on the priority list, soon-to-expire debuffs are ranked as 1 on the priority list, and the others are ranked 3. Priority tier affects how loud the sound effect is. Next, there is a reference variable which is how long the debuff lasts divided by how much time is remaining. As that number becomes smaller, the more pertinent the sound effect becomes to the ear. Lastly, the debuffs newly acquired are names allowed for the player to know.