

Summary

The Ability Tab is designed to provide the user with information regarding the damage ranges of abilities.

The user has a range of options within this tab. The user may select filters with which to limit the viewed abilities such as by combat style or ability type. The user may input variables that serve as inputs or base values for certain calculations like combat skill level or weapon damage tier. The user may toggle or choose from a list of certain modifiers (or effects) that impact damage calculations like certain gear, perks, buffs, etc.

Upon changing an option, the new set of data will be calculated and displayed in a scroll-able list. Currently the data shown will be the damage range with an indication of whether or not the max hit is limited by users damage cap as well as damage per second.

Top-level Systems

The core systems at play for this tab are:

1. Ability system – Loads and holds all the abilities while providing a way to fetch data needed from currently active (non-filtered out) abilities.
2. Modifiers – These are all derived from user input/chosen data within the UI. They may modify the ability damage chain, an ability/abilities themselves, or a secondary damage factor such as critical hit damage or hit cap.
3. Filters – These determine which abilities are calculated and thus shown in the UI via user choice
4. Player – This holds any player level attributes that will be used or calculated as part of the damage chain.
5. Damage chain – This is a chain of command that holds the logic and math for all the actual damage calculations. Mutable collection of mutable nodes.

Modifiable Factors

Crit Cap:

- Grimoire – toggle option for all combat styles
- Icy Tempest – toggle option for melee only
- Smoke cloud – toggle option for all styles but effectiveness is different for mage vs melee/range

Bleed Inclusive:

- Pocket Damage – toggle option for all styles
- Vuln – toggle option for all styles
- Aura – dropdown for all styles with value depending on choice