You are playing a game that has n levels numbered from 0 to n - 1. You are given a **0-indexed** integer array damage where damage[i] is the amount of health you will lose to complete the ith level.

You are also given an integer armor. You may use your armor ability **at most once** during the game on **any** level which will protect you from **at most** armor damage.

You must complete the levels in order and your health must be **greater than** 0 at all times to beat the game.

Return *the****minimum****health you need to start with to beat the game.*

**Example 1:**

**Input:** damage = [2,7,4,3], armor = 4

**Output:** 13

**Explanation:** One optimal way to beat the game starting at 13 health is:

On round 1, take 2 damage. You have 13 - 2 = 11 health.

On round 2, take 7 damage. You have 11 - 7 = 4 health.

On round 3, use your armor to protect you from 4 damage. You have 4 - 0 = 4 health.

On round 4, take 3 damage. You have 4 - 3 = 1 health.

Note that 13 is the minimum health you need to start with to beat the game.

**Example 2:**

**Input:** damage = [2,5,3,4], armor = 7

**Output:** 10

**Explanation:** One optimal way to beat the game starting at 10 health is:

On round 1, take 2 damage. You have 10 - 2 = 8 health.

On round 2, use your armor to protect you from 5 damage. You have 8 - 0 = 8 health.

On round 3, take 3 damage. You have 8 - 3 = 5 health.

On round 4, take 4 damage. You have 5 - 4 = 1 health.

Note that 10 is the minimum health you need to start with to beat the game.

**Example 3:**

**Input:** damage = [3,3,3], armor = 0

**Output:** 10

**Explanation:** One optimal way to beat the game starting at 10 health is:

On round 1, take 3 damage. You have 10 - 3 = 7 health.

On round 2, take 3 damage. You have 7 - 3 = 4 health.

On round 3, take 3 damage. You have 4 - 3 = 1 health.

Note that you did not use your armor ability.

**Constraints:**

* n == damage.length
* 1 <= n <= 105
* 0 <= damage[i] <= 105
* 0 <= armor <= 105