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I did my ontology on the basic information required for raiding in the World of Warcraft The Burning Crusade. This is a high-level approach on what individuals need to know about each of the seven raids contained with the Burning Crusade as of patch 2.4.3. This information will allow players to quickly isolate what requirements they need to enter each raid. There are four major entities contained in the ontology, Zones, Attunement Requirements, Raids, and Reputation Faction.

In the zones entity I highlight all the major zones throughout Outlands and the Azeroth that will be travelled to by the players if they wish to reach the highest level of raiding. The raids and reputation factions are related to the zone that they are contained within and are important when making travel preparations. The Attunement Requirements are a set of dungeons/raid kills that are required for the player to complete before being able to enter the desired raid. Many of these do contain a specific order but I thought an overall list would suffice. Take for example the first raid people typically do in the burning crusade, Karazhan, this requires the players to complete four regular dungeons before being granted entrance.

In the Raid Entity we have varying tier lists from 4 up to 6, these represent the quality of gear that can be found within the instance and are a typical indicator of difficulty. Tier 4 being the least desirable, tier 6 being the highest quality in the game. To take a step back for a second and link back to attunement requirements. Take for example the tier 6 raids, these require the player to kill the final bosses of the tier 5 content before being granted access.

The last entity that we have in our ontology is the reputation factions. These are specific denizens of the World of Warcraft that are the quote unquote gatekeepers of specific dungeons. A dungeon is a five-man instance and has two modes, normal and heroic. For many of the raid attunements it is required to complete some of these dungeons on heroic mode. To enter the heroic mode of a dungeon a player must achieve a reputation with the faction of revered before being granted access.

The domain of this ontology is limited to the lack of depth that raiders will need to fulfill and progress in the raiding content. Many of the required quest lines have been left to simplify the ontology. Additionally, many of the raid bosses have raid makeup requirements as well as specific gear that the player needs to have to be able to kill them with their raid team. This domain just covers the basics of what players will need to be able to start raiding. The specifics and tactics research will be left up to them and their raid leaders.