

# PVME Rotation Builder Design Doc

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## Overview

The idea for the new rotation builder is to create a web-based rotation builder that looks clean, is user friendly, and has a better infrastructure than the other rotation sheets that currently exist. The rotation builder could be used for running simulations for damage calcs, testing cooldown issues for rotations, min-maxing rotations around boss mechanics.

## Features

1. GUI for gear inputs and other parameters to compute and store ability damage.
2. Ability to run simulations and output useful data.
  - a. I.e. runs damage calcs over 10,000 sunshine's to produce and average, min, max and potentially output data visualization.
3. Import presets for bosses that shows what tick mechanics happen on, will recognize when damage for a phase is hit and adjust future mechs accordingly.
4. Optimized damage suggestions
  - a. Checks user inputs and makes suggestions for better dmg per tick
5. Tracks Ability CD's
6. Dynamically tracks adren.