**Raid Healer**

**Use Cases**

* Starting the game
  + Start up the game, a faux login screen appears, player pressed login
  + Game goes to a character select screen where they can continue on a character or create a new character
* Create your character
  + Choose between Priest and Witch
  + Name your character
  + Start at level 1
* Play main campaign
  + Start at level 1
  + Do 5-man dungeons
  + Level 15 unlocks 10-man raids
  + Level 20 (Max level) unlocks 25-man raids
* Progress your character
  + Abilities are unlocked as the player levels up
  + At level 6 you start getting talent points every other level
    - 8 points in total
    - Takes 5 points to max a tree
    - Can max one tree and put 3 points into other tree or split them however you want
  + Dungeons drop gear for your character, raising your average item level
* Get gear from killing bosses
  + Each boss drops the same items every time
  + Can Roll, Greed, or Pass
  + Winning a roll gives you a disadvantage on next roll, losing or passing gives you an advantage
    - Have to roll 11 or higher to receive loot – 50% chance of success
      * Roll and Win:
        + Get the item
        + Get disadvantage for next roll
      * Roll and Lose
        + Get advantage for next roll
      * Pass
        + Get advantage for next roll
      * Greed and Win
        + Get item’s worth in gold
        + No advantage/disadvantage for next roll
      * Greed and Lose
        + Get nothing
        + No advantage/disadvantage for next roll
* Advantages/Disadvantages
  + Advantage
    - Roll 2d20 and take higher result
    - 75% chance of success
  + Disadvantage
    - Roll 2d20 and take lower result
    - 25% chance of success
* Raid preparation
  + Player acts as the healing officer in a raid
  + Since there are multiple healers in a raid the player can decide what class/spec they are
  + Example
    - 10-man raid
    - Player + 2 additional healers
    - Player chooses a nuke-heal cleric and a hot-stacking witch to accompany him
  + Player can visit shop and spend gold on mana potions and +healing flasks
* Running a dungeon/raid
  + Dungeons and raids consist of a number of bosses. Maybe 3-5 for dungeons and 7-10 for raids
  + Combat takes place in real-time
  + Game UI consists of a large boss hp bar, its swing/cast bar, raid/party frames, your health/mana, and your action bar.
  + Have to keep tanks and party/raid alive until the DPS kills the boss.
  + Each boss will have an enrage timer, so keeping the DPS alive is required
* Progressing a raid
  + Dungeons can be ran/reset however many times and however often you want
  + Raids have to be progressed
  + Early bosses are easy and can be beaten with entry-level gear
  + Later bosses need some amount of farm to beat
  + Once a boss has been killed, it stays dead until the next reset
  + Can end the week to reset raids at any point
  + Constantly competing for rankings against other guilds
* Competing against other guilds
  + There are 15ish other guilds you are competing against
    - Each guild has a skill tier that gives them a bonus or penalty on their chance to progress
  + Killing the first boss in a raid starts the world-first race for that raid
  + Upon every reset each guild rolls for gear in the background and uses that alongside their skill tier to determine how far they progress
    - Example:
    - You kill 3/7 bosses on a new raid first week
    - You end the week to reset
    - Antagonist Guild Raptured automatically kills first boss
    - First boss drops four pieces of gear
    - Raptured rolls on each piece, using same rules that apply to player
      * First roll is fair, wins count result in a disadvantage, losses result in an advantage
    - Raptured wins the roll on three out of four pieces so they have a 75% chance to progress. Raptured is a Hardcore raiding guild and has an extra 5% chance for a total of 80%
    - RNG decides they get to progress
    - Second boss drops four pieces
    - Raptured rolls and wins two pieces of gear
    - They have 3+2 = 5/8 total pieces of gear. So they have a 62.5% + 5% = 67.5% chance of progressing
    - They lose the roll and start the next week with 2/7 progress
    - You progress to x/7 and end the week – farming bosses for gear along the way
    - Raptured gets their previous progress for free. So they get to roll for gear on the first two bosses.
    - They won two extra pieces of gear, so they now have 7/8 total pieces, giving them an 87.5% + 5% = 92.5% chance to progress
    - They kill the next boss, roll on loot, roll to progress, etc, etc
  + A leaderboard is populated every week with the top 10 guilds’ progress
  + Higher skilled guilds will progress multiplicatively faster than lower skilled guilds since each week has a higher chance of progressing = more gear = even higher chance of progressing

**Character Classes**

* Cleric
  + Virtue
    - Single target nuke heal spec
  + Rapture
    - AoE spec
* Witch
  + Augury
    - Hot stacking spec
  + Shaman
    - Cleave-heal spec

**Companion Healer Abilities**

* Companion healers chain-cast a specific ability at the lowest health raid member
* Healers will be ~50/50 clerics and witches but player can choose their spec
* Cleric
  + Virtue
    - Medium single target heal

Rapture

* + - Small aoe heal
      * Lowest health + adjacent
* Witch
  + Augury
    - Small HoT
      * Lowest health who doesn’t already have hot
  + Shaman
    - Small chain-heal
      * 3 lowest health

**Guild Skill Tiers**

* Professional: +10% chance to progress
* Hardcore: +5% chance to progress
* Semi-Hardcore: +0% chance to progress
* Casual: -5% chance to progress
* Cesspool: -10% chance to progress