

Field Session: XIV Rotation Builder

*Proposed for Colorado School of Mines Field Session in Summer, 2024
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About Salesforce

Salesforce unites your marketing, sales, commerce, service, and IT teams from anywhere with Customer 360 — one integrated CRM platform that powers our entire suite of connected apps. With Customer 360, you can focus your employees on what's important right now: stabilizing your business, reopening, and getting back to delivering exceptional customer experiences.

The Project

Many popular MMOs today have challenging content with tight DPS checks in the midst of difficult mechanics. My MMO of choice has been FFXIV, though many of the principles we explore here could be applicable to WoW. The next expansion is slated for release this summer, which will bring many changes to all jobs, and thus the need to re-evaluate each job's rotation to reach optimal potency. There are many helpful tools already in the ecosystem, but the gap I've noticed is around rotation building with applicability to DPS calculation; the current tools today rely on static assumed rotations managed in multi-page google sheets with a reliance on app-script. There is a rotation tool for black-mage (only), but it still lacks some key but simple utilities that would aid usability.

What I'd like to see is an easy to use rotation builder with enough configuration to allow experimentation on new abilities, while also providing a consistent tool to share optimal rotation snippets and the calculated potency gain as proof. This web app will be built using Salesforce technologies to deliver a usable, persistent, and configurable dynamic experience that must leverage a breadth of web technologies and robust design principles to hit all its goals.

Base

- List of drag/drop action icons
- Insert/replace/remove actions
- Import/export/save
- Buff windows

Timeline

- GCD, oGCDs & "time" part of the timeline
- Potency calculation/PPS
- Resources/gauge

Configurability

- Versioned repository of all jobs, all skills
 - stretch: scrape script
- Custom combos/snippets
- Custom actions
- Custom potency

Stretch 1: logs

- Import fight for boss/arena timeline
 - Downtime

- Actual vs theoretical (easy starting canvas)
- Potency → DPS

Technologies

- TypeScript: express, lightning web components, IndexedDB
- HTML/CSS: Salesforce Lightning Design System

DESIGN PRINCIPLES

- Componentization
- Reusability
- Usability
- Persistence

The Team

- Members: 2 - 3, 4 weeks
- Remote via Google Meet, option to meet in person

Appendix

Community tools:

- <https://www.thebalanceffxiv.com/>
- <https://www.fflogs.com/>
- <https://miyehn.me/ffxiv-blm-rotation>
- <https://ffxivteamcraft.com/>