

# Field Session: XIV Rotation Optimizer

*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. As new content gets released and jobs have changes made, we need to re-evaluate each job's rotation to reach optimal potency. There are many helpful tools already in the ecosystem, but we don't have any automated or intelligent tools to find "optimal". People make one-off comparisons in multi-page google sheets and basically manually theory-craft. There's a crafting optimizer from which we can draw inspiration, but the applicability to multi-dimensional job rotations may be a difficult shift.

What I'd like to see is an implementation (and potentially comparison of multiple) of an optimization pass that takes some configurations like total duration, available actions, and speed, then shuffles or composes the set of actions that reach peak PPS. Monte Carlo simulation would be a good starting point, but open to other optimization algorithms. As an exploration, I'm curious how LLMs like OpenAI or Gemini can perform at these tasks, which we could use as a benchmark.

Existing project: <https://github.com/gik0geck0/xiv-rotation-builder/>  
Crafting optimizer with monte-carlo: <https://notranged.github.io/#/simulator>

## Technologies

- TypeScript: lightning web components
- HTML/CSS: Salesforce Lightning Design System
- Algorithms recommended, overlap with Computer Simulation

## The Team

- Members: 2 - 3
- 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/>
- <https://notranged.github.io/#/simulator>