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Plugin Evaluation

Any game developer wanting to know whether they've made a good game or a great game should ask themselves this: "does it have a fishing mini-game?" For this reason, I chose to evaluate the fishing plugin for runelite. The styling of this plugin is consistent across classes and makes sense for me to read. The classes themselves seem to make sense with how they are separated, however, I do not fully understand the purpose of having a class as small as the FishingSession and MinnowSpot classes. The code seemed pretty well-written for the most part, but there were a couple minor places where I feel like the readability of the code could be improved. In the FishingOverlay class at line 102 and the FishingPlugin class at line 230 and 312, the '!'. This operator can be very easy to miss, so much so that I almost didn't catch the one at line 312. Instead, "==" false" should be used to more easily illustrate what the code is meant to do. Also, in the FishingSpotMinimapOverlay there is a conditional expression used at line 80 which I think could be a little confusing to interpret.

Aside from those few gripes, the code here is relatively easy to understand. It does still seem a little hard for me to understand, but I think that is only because I haven't worked with code at such a high level before and not because the code itself is difficult to understand. However, the more I read through the more I understand how the classes interact with each other. The variables and functions are very well-named for the purpose that they are meant to serve and so I think if someone wanted to update this plugin for any reason that they would be able to do it without much trouble.

One plugin that I think would be cool would be a creature tome. This would essentially be akin to a pokédex in that whenever you defeat a creature for the first time, it is then added to your monster tome. While I am new to RuneScape, this actually an idea that I got from Wizard101 and not Pokémon. In that game you extract monster animus from different creatures via a spell to then add them to your tome. For RuneScape, this could mean that you first have to cast a spell on that creature before you are able to collect it. A new skill could even be introduced that you level up and gain experience for by collecting different creatures essences.

I think a lot of this plugin would have to be created on its own, as I don't know of any plugin similar to this. A lot of it would need to be built from the ground up as it would require the implementation of unique creature IDs for every creature in RuneScape, which is something that I am not sure if it already exists or not. A plugin for item identification exists, however, one for creature identification I fear would be far too large and require entries for far too many creatures to be properly maintained. If runelite does not already have a categorization system for its monsters then a reference could be generated for each creature based on their name, assuming all monsters have unique names. The actual tome where these creature entries are stored could probably implement the same interfaces from the inventory system. Additionally, if creature collecting were to be made into a skill of its own, then the xptracker plugin could be used for that process. This is a plugin that I think could be very fun, and could give older players another reason to replay parts of the game to collect all of the unique creature essences.