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Title of Project: roBOTically efficient

[GitHub](#)

D.1 Inception – Due: 2018-02-09

CS386 – Software Engineering – Spring 2018

Dr. Marco Gerosa

## 1. Introduction

- a. Our project is titled roBOTically efficient, we are creating multiple bots for the MMORPG Runescape (specifically 2007 Scape or Old School Runescape ). We came up with the idea because many individuals in our group play the game and during the busy times of the college semester we don't have all the time in the world to be playing a video game. Our solution to this horrific problem is to create bots! We plan on creating bots for basic skills such as fishing, woodcutting, combat, rune crafting, cooking, fire making, and much more. Our software will be a solution to those stuck in similar situations be it due to the individual being busy at work or school, anything really that would take away from the ability to play Runescape. It will allow people to make the progress they would like to make within the game without messing with their priorities. I also plan on making it virtually undetectable by closely replicating movements as if they were human.

## 2. Initial value proposition and consumer segments

- a. We believe individuals who utilize this software will be those who don't really want to play the game for the grindy part of it but for some other purpose. It takes away from the pain of wasting one's life away or messing with priorities, and the gain it provides is the ability to play the more fun parts of the game which required higher stats and level. Overarching statement: No XP waste in any aspects of life. Our target market/consumer segments are busy people who still want to play video games in their free time without playing the "annoying" parts. We believe most college kids will be interested in this bot if they play Runescape.

## 3. Interviews summary

### a. Tanner's Interviews

- i. Who – Josh Holguin; When – 5:45PM 02-08-2018; Consumer segment – College student, CS Major, Likes video games;
  1. Q1: What video games do you play?
    - a. Overwatch, CS-GO, Minecraft, Runescape.
  2. Q2: Do you have a lot time to be playing these games without messing with your priorities, explain?
    - a. No, I am busy with school, so I only really play when I can.
  3. Q3: After reading through our project introduction do you believe this bot could benefit individuals in your situation, explain?
    - a. Well, if I were to get back into Runescape, I would probably bot because I don't have enough time in the day currently to be leveling up my basic skills so I can do the fun things.
  4. Conclusions: We thought we would receive this response, and we learned that this may be something people use.
- ii. Who – Jacob Lemon; When – 6:05PM 02-08-2018; Consumer segment – College student, CS Major, likes video games, avid Runescape player
  1. Q1: What video games do you play?
    - a. This is a weird question he stated, he does play Runescape but he also plays Rogue-like Dungeon Crawlers. He has been playing Runescape on

and off since 2005. He hasn't had a lot of time due to college and other stuff.

2. Q2: Do you have a lot time to be playing these games without messing with your priorities, please explain?
  - a. No, I have school and work as priorities that come first. The time left to play games is very limited and I do not want to waste it grinding levels in runescape.
3. Q3: After reading through our project introduction do you believe this bot could benefit individuals in your situation, explain?
  - a. Yes, it would be helpful, as I would not have to invest so much time into playing video games and I could spend more time enjoying the things I like to do I the game which require higher stats. I do not currently have enough time in my schedule to spend time grinding levels in Runescape and so I quit playing all together.
4. Conclusions: He thinks this would be a good software to develop because he doesn't have all the time in the world to play the boring parts and wants the nostalgia of playing the fun parts again like he did in his childhood.

b. Joseph's Interviews

- i. Who – Ben Davis; When – 7:57PM 02-09-2018; Consumer segment – College student, EE Major, likes video games, avid tabletop and video gaming enthusiast
  1. Q1: What video games do you play?
    - a. He says he plays League of Leagues, Payday 2, Overwatch, Fallout 4, and Deceit (free). These are a great variety of games, but nothing specific to massively multiplayer online gaming, but Fallout 4 is a roleplaying game similar to Runescape.
  2. Follow up Question: Do you play any massively multiplayer online roleplaying games?
    - a. He mentioned VR Chat, but quickly dismissed it. "I don't play VR Chat." He says he played Elder Scrolls Online briefly and played Runescape at one point.
  3. Q2: Do you have a lot time to be playing these games without messing with your priorities, please explain?
    - a. Ben says that it is more so that he makes time to play as a method to destress from being an Electrical Engineering major. He usually does this, because it helps with his work-life balance.
  4. Q3: After reading through our project introduction do you believe this bot could benefit individuals in your situation, explain?
    - a. Ben says he knows a friend that actually runs bot for other people. His friend has a ton of bots that make a ton of in game money, buys real membership tokens, and sells those back to other players that don't have the money for the subscription or the time to "farm" for gold. Additionally, he says that it is definitely valuable to many gamers that don't have a lot of free time to play games that have tedious tasks.

5. Conclusions: Overall, gaming are a great way of having fun and destressing. It varies between person to person, but the point is that it is a game and that it is to have fun. And when you stop having fun – whether it is being disconnected during the middle of the match or spending a lot of time doing “bad” or “terrible” quests –, it is all about having fun and maybe having fun involves botting to get through the worst of a game.
- ii. Who – Gennaro Napolitano; When –8:03PM 02-09-2018; Consumer segment – College student, CS Major, is in-partial to video games, social media guru
  1. Q1: What video games do you play?
    - a. “HQ Trivia, Call of Duty, Grand Theft Auto, PUBG, avid Counterstrike player.” He primarily sticks to main-stream titles and not massively multiplayer games or role playing games.
  2. Follow up Question: Do you play any massively multiplayer games besides PUBG or role-playing games?
    - a. No, he tried and got bored. At one point, he tried Runescape, but couldn’t get past the tutorial area.
  3. Q2: Do you have a lot time to be playing these games without messing with your priorities, please explain?
    - a. Not at all. He doesn’t play a lot of video games anymore. He said that he really doesn’t have the time to do so. When he plays video games, he “fails exams.” It is very, very difficult for Gennaro to make time for video games.
  4. Q3: After reading through our project introduction do you believe this bot could benefit individuals in your situation, explain?
    - a. No, he says. He made the analogy to a student paying another student to have his/her work done for them. He says he feels like it is an abuse of the system and that it hurts the economy and player community overall. He believes that there isn’t a bot for Runescape that would NOT do harm. He references it as cheating and “what is the point in playing then.”
  5. Conclusions: He does not like gaming bots in general. They rig the system against human players and may not be the best solution to playing video games and circumventing “bad video game design.” He was very aggressive towards the end against people that make gaming bots, specifically Runescape bots.
- c. Chase’s interviews
  - i. Who - Tyler Jacobson; When 7:20PM 02-09-2017; Consumer segment – Avid gamer, “Buisnessman”
    1. Q1: What video games do you play?
      - a. PUBG, Runescape and Killing Floor 2.
    2. Q2: Do you have a lot of time to be playing these games without messing with your priorities? Explain.
      - a. I am not too busy with school or business. I am able to play many games with friends.

3. Q3: After reading though our project introduction do you believe this bot could benefit individuals in your situation.
  - a. If the bot had a good anti-ban, I would love to use it. I could use the outside time to play other games I enjoy and would be able to spend more time on homework.
4. Conclusions: This response is expected from a user who has been caught using similar software in the past, we learned that this software would be appealing to current and new users.
- ii. Who – Cole Schmidt; When 7:43PM 02-09-2017; Consumer Segment – BLM Activist, Avid Gamer, Jobless.
  1. Q1: What video games do you play?
    - a. I mainly just play runescape.
  2. Q2: Do you have a lot of time to be playing these games without messing with your priorities? Explain.
    - a. I currently do not have too many priorities other than finding money and maintaining good relationships with my friends and roommates. I have tons of spare time to spend on games like runescape.
  3. Q3: After reading though our project introduction do you believe this bot could benefit individuals in your situation.
    - a. As runescape is a big part of my life, I wouldn't want to use this software on my main account. I would however consider making a throwaway account to make some money on the side.
  4. Conclusions: It may be common that many users would not risk their accounts on their main accounts but may try to make money overnight with a software like this.
- d. Julian's Interviews
  - i. Who – Elizabeth "Liz" Fuller; When 6:09PM 02-07-2017; Consumer Segment – College student, Education major, plays video games on console primarily, focused on elementary education
    1. Q1: What video games do you play?
      - a. She plays "a lot of Stardew Valley and Zelda [games]." Primarily, she plays RPG, simulation, and causal games.
    2. Q2: Do you have a lot of time to be playing these games without messing with your priorities? Explain.
      - a. Since the semester started, "these [games] have taken priority over school." She often times stays up late trying to farm in Stardew Valley or searching for shrines in the Legend of Zelda: Breath of the Wild. It causes her to procrastinate her work.
    3. Q3: After reading though our project introduction do you believe this bot could benefit individuals in your situation.
      - a. She believes that this bot will be beneficial to people in her situation that play Runescape. It could do the boring parts of the game, which she

similarly is not motivated to do so. Our bot could potentially help players “focus on the real fun.”

4. Conclusions: She enjoys playing video games, like most people, but does not like the repetitive boring portions. If she played Runescape, she would definitely like to try out our bot.
- ii. Who – Jacob O’Clair; When 6:43PM 02-07-2017; Consumer Segment – College student, Creative Media and Film student, plays video games a lot, live-streams games and is a “connoisseur”
  1. Q1: What video games do you play?
    - a. Jacob likes to play a lot of games. More specifically, he enjoys to play popular titles, little-known indies, and everything in between.
  2. Q2: Do you have a lot of time to be playing these games without messing with your priorities? Explain.
    - a. “It depends,” he says. They do make him procrastinate his work and slip on priorities, but he’s never gotten bad grades because of a game. He prefers to get his work done first and only procrastinate “a little bit at most.”
  3. Q3: After reading though our project introduction do you believe this bot could benefit individuals in your situation.
    - a. For him, he prefers the story of a good game and experiences he can treasure. If he played Runescape, then he’d be more inclined to saying yes, because he is familiar with the annoying repetitive parts of Massively Multiplayer Online games. He’d “love it” because the bot could “do all of the boring chores and whatnot,” but doesn’t need a bot like that now.
  4. Conclusions: Overall, if Jacob played a game like Runescape, he would be inclined to try out a bot that would essentially remove the boring bits of the game. Otherwise, unless we make a bot for Overwatch, he isn’t completely interested.
- e. Tyler’s Interviews
  - i. Who – Geoff (Geoxas); When – 6:00 PM 02-09-2018; Consumer segment – Old School Runescape Player
    1. Q1: What video games do you play?
      - a. OSRS, Runescape 3, League of Legends, Player Unknown’s Battlegrounds, and Fortnite.
    2. Q2: Do you have a lot time to be playing these games without messing with your priorities, explain?
      - a. I have a decent amount of time to play games throughout the day, but often times I would rather be playing another game with my friends rather than having to always pay attention to the Runescape Client.
    3. Q3: After reading through our project introduction do you believe this bot could benefit individuals in your situation, explain?
      - a. I think a bot that works well could be very useful when it comes to taking the edge off grinding out levels in the game. I would personally prefer bots

that focus on gathering skills in the game, especially towards the higher levels of the game when the grind becomes more apparent.

4. Conclusion: This customer would like to be able to play other games with his peers at times when he is currently grinding out skills in Runescape. He would also like a bot that was able to handle higher tier content of skill that collect resources and gather materials.

ii. Who –David (Craww); When – 6:15 PM 02-09-2018; Consumer segment – Old School Runescape Player with a max level account

1. Q1: What video games do you play?
  - a. OSRS, Runescape 3, League of Legends, Rocket League, and Overwatch.
2. Q2: Do you have a lot time to be playing these games without messing with your priorities, explain?
  - a. I currently have a lot of time to play other games since I recently got my account to max level in Runescape. Though I do spend most of my time playing other games rather than Runescape right now because I do not see the game as a priority over other games.
3. Q3: After reading through our project introduction do you believe this bot could benefit individuals in your situation, explain?
  - a. I like the idea of having a bot, but I would personally prefer if some part of it could be geared towards players that have a maxed account. I would like something that could kill monsters for gold or killed boss monsters while I can spend my free time playing other games.
4. Conclusion: This customer does not have a need to dedicate a large amount of time to playing Runescape because he has already completed a large portion of the content in the game. He still plays the game, but would prefer if a bot could collect money for him or kill boss monsters to hunt for rare items.

#### 4. Final value proposition and consumer segments

- a. Overall, we believe that individuals that do not have a lot of free time to play Runescape would benefit from our application. People do not like the “grindy” or time consuming portions of the game where repetitive processes get dull, lengthy, and become a waste of valuable time. This would help people automate portions of the game where the dull process exist and could allow people to leave it running while they are working on other priorities. This also lets people play the “fun” parts of the game and cut out the boring bits. The target demographic is busy people that want to still play video games without the “annoying” or tedious portions. We believe that the majority students playing Runescape would be interested in using our bot
- b. Some concerns to keep in mind: watch out for player’s getting banned because of our app (requires thorough testing), it might be considered “bad” for the community/economy, human players do not always like or prefer other players using bots, etc.

#### 5. Group participation

Tanner Massahos – Drafted up the document design, title page, and conducted 2 interviews (21.875%)

Joseph Remy – Helped finalize document, conducted the 2 interviews (21.875%)

Julian Bell – Conducted the 2 interviews (18.75%)

Tyler Boice – Conducted the 2 interviews (18.75%)

Chase Mosteller – Conducted the 2 interviews (18.75%)