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Title of Project: roBOTically efficient

[GitHub](https://github.com/J1411/NAU_CS386)

D.1 Inception – Due: 2018-02-09

CS386 – Software Engineering – Spring 2018

Dr. Marco Gerosa

1. Introduction
   1. 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
   1. 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
   1. Tanner’s Interviews
      1. 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?
            1. Overwatch, CS-GO, Minecraft, Runescape.
         2. Q2: Do you have a lot time to be playing these games without messing with your priorities, explain?
            1. 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?
            1. 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.
      2. 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?
            1. 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?
            1. 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?
            1. 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.
4. Final value proposition and consumer segments
5. Group participation

Tanner Massahos – Drafted up the document design, title page, and conducted 2 interviews (25%)

Joseph Remy – Conducted the 2 interviews (18.75%)

Julian Bell – Conducted the 2 interviews (18.75%)

Tyler Boice – Conducted the 2 interviews (18.75%)

Chase Mosteller – Conducted the 2 interviews (18.75%)