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## **Big Picture-Runelite (Homework Due Week 7 Lecture)**

NOTE: We will refer to Old School RuneScape simply as OSRS. There are various versions of RuneScape and when we say RuneScape or OSRS, unless otherwise specified, we mean Old School RuneScape.

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### **Stakeholders**

We have identified the following stakeholders for Runelite.

#### **Jagex**

Jagex is a UK-based company that develops Old School Runescape (OSRS). Any features added to Runelite must abide by Jagex's rules. Runelite is open source and Jagex will review said source. Jagex also has a say on what features they want to remove from the client. Often Jagex really removes features.

#### **Shanghai Fukong**

Shanghai Fukong is a Chinese company that bought out Jagex, it is therefore a shareholder of Jagex, who is a stakeholder of Runelite. Runelite's features help Jagex with retaining players; OSRS is a subscription based game and will help Jagex generate profit for Shanghai Fukong.

#### **OSRS Players**

Some people use the original "vanilla" client that Jagex provides. It has absolutely no additional features or plugins like Runelite. Oddly enough, changes to Runelite do affect these people. For example, Jagex deemed some Runelite features crucial to the game and added them to the official client as well.

#### **OSRS Players that uses Runelite**

These people are concerned about the RuneScape system because they use the core plugins of Runelite while playing Runescape. These plugins provide features that can help reduce the time of taking certain actions and also general utilities that help with certain aspects of the game like tracking loot.

### **Other 3rd party clients, users and their developers**

Other 3rd party clients directly compete with Runelite. Because Runelite is free and open source, other 3rd party clients lose massive market share and profit. Also with Jagex making blanket statement/rules on 3rd party clients, the developers and users are directly affected if some features of Runelite are asked to be taken down.

### **[Adam](#)**

Runelite's original creator and owner of its github repository. He still actively develops on features, and approves every pull request he deems safe and non-rule breaking.

### **Runelite Developers and Contributors**

These people who wish to expand Runelite's capabilities or add new and useful plugins. They fork the Runelite's Github repository and contribute to the project.

### **Runelite patrons (donators)**

These people donate real money to the Runelite project because they are interested in keeping the project alive, if not expanding it.

### **[Venezuelan economy](#)**

Strangely enough people in Venezuela depend on Runelite. Because the economy in Venezuela is inflating (as of today), people will play OSRS and sell in game currency for real money because it provides more income than what the country's economy offers. With Runelite providing many quality of life and time saving features and plugins, this directly contributes to their income.

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## **Functionality**

### **Domain**

The overall domain of the system is the set of all OSRS clients. RuneScape includes an official client and a plethora of 3rd party clients; Runelite is one of them.

### **Essential Functional aspects**

Functions that are significant and essential to the system include those that load and launch the game. This procedure involves being able to connect the web client to the web server. It also involves loading and running the core plugins that facilitate gameplay. These plugins are the core features of Runelite.

## Essential Non-functional aspects

Outside of launching the client, connecting to the server, and loading and running plugins, there are essential non-functional aspects of the system such as giving players easy access to plugins. Developers can also conveniently add plugins either by creating a new core plugin that can potentially be added to the package, or external plugins that can be downloaded and used in Runelite. Runelite is open source, so everyone can review the source code and check for security issues.

## Uniqueness

RuneLite is the first 3rd party client of OSRS that is open source. It is also gratis. Before Runelite there was OSBuddy which was a paid client. Other gratis clients didn't have many features; nothing relevant was open source.

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## Key Developers

### *Core Maintainers*

Adam, Abex, Tomas Slusny, dekvall, Lotto, Hydrox, Kamiel, Morgan Lewis, Ron Young, Trevor  
These people are found by looking at Runelite's people page: <https://github.com/orgs/runelite/people>  
And also verified by looking at who is approving pull requests and managing the merge

### *Team Members*

Everyone that contributed to the project and gets their pull request approved by the Core Maintainers

### *Developers*

Those who have forked the repository and are looking to expand the current implementation, to correct bugs, to learn, and so on.

### *Testers*

Developers themselves and players who use the client and submit issues on github

### *Triagers*

Any one of the core maintainers (this is the person that reviews and approves pull requests)

### *Documentation Writers*

Whoever contributed their feature usually write the documentation, any additions or changes to the documentation must be discussed with the Core Maintainers via discord (see figure below)



## 5 Open Issues

There are over a thousand open issues on Runelite.

Some possibilities:

1. The game display is often cluttered with users' names, so the person who initiated this issue wants a feature to disable certain names to make the display easier to navigate. For example, cluttering causes a user to not be able to see other important aspects of the minimap.  
<https://github.com/runelite/runelite/issues/3592>
2. Some items are missing from the map. This is a plugin issue. More specifically, the agility icons are missing on maps including Taverly Dungeon, Fremmy Slayer Cave, Kalphite Cave, and GWD.  
<https://github.com/runelite/runelite/issues/8184>
3. A good way to clear a death timer is to right-click it. This is a feature request.  
<https://github.com/runelite/runelite/issues/6410>
4. The bank tag tab doesn't stay open when worn items are opened and then closed.  
<https://github.com/runelite/runelite/issues/10824>
5. Herbs are not added to the loot tracker after killing Herbiboar with an open herb sack.  
<https://github.com/runelite/runelite/issues/10655>