Know, Wonder, Learn

| **What I wondered...  (e.g what were you curious about, you should reword to include reference to the app of technology)** | **What I already know related to this…**  **(Write in complete sentences or use bullets) -- Minimum one thing!** | **What I have learned...** |
| --- | --- | --- |
| The entry I picked mentions Discord and RuneLite. I will briefly describe them here: Discord is an instant messaging service and an online voice over IP service that’s specifically meant for gaming, but nowadays is used for anything in addition to that because of how versatile it is. RuneLite is a third party client that I use to play the game Old School Runescape.  The following is the thing I am curious about: Discord has the ability to detect and interact with RuneLite to enhance gameplay experience. I’m curious as to what Discord does to detect this game, get information of what I’m doing, and also create overlays while I’m playing. | One thing I do know is that many applications access the computer’s processes they perform in the background. Discord is able to single out games out of the many different things that are running on my computer, so perhaps this is where Discord is looking to detect my game. As for how Discord is getting information of what I’m doing in the game and creating overlays in-game while I’m playing, I’m not too clear about this. Memory reading is one strategy that I do know of though, but I generally hear this in the context of hacked clients, so this may or may not be used in Discord. I guess I’ll find out by week 10. | Do not fill in until Week 10 |