Nathan Moore

CPSC410

Braden Whited

10/27/20

RuneLite Evaluation DPSCounter

The RuneLite plugin that I chose is the DPSCounter plugin. The reason I chose this plugin from a software standpoint is the MMO aspect. Wanted to dive a little deeper at the aspect of programming by bringing in info from outside of your own player. For this plugin to work you must have it working together with other running clients of the game which is an interesting topic to me which I do not have as much experience with. I also wanted to see the aspect of asynchronous updating and how code works at certain points: pausing, spawning, party change, etc. While this aspect is in basically every single plugin, being a counter plugin there is a bit of importance on how this aspect. Code aside, I also chose this because I would 100% use this plugin. Being a stats person, never played MMO’s but I used to grind single-player games like Final Fantasy, I very much care about the aspect of damage per second and what is happening in that regard.

I believe depending on what you would like to update about the plugin would determine the difficulty. What I mean about this is that certain aspects of the code are more blatantly and easy to see, while others are more difficult. From what I have seen, changing the visual of the counter would be much similar than say adding a new aspect into the counter. If I wanted to change the font, or the location of the counter I should be able to accomplish this with just examine the code in the plugin. Now say I wanted to add the aspect of elemental damage (I do even know if this game has this I am just going to assume at this point). For one, the plugin utilizes the PartyService class which requires looking outside the plugin to see if anything else can be used. Secondly, there is no immediate class showing classes that have the availability to do this. As such, documentation would be needed to discover if this functionality (being able to tell what damage is happening) is even in the game right now. Digressing a tad, the code for the plugin is well organized. All events that would be expected are in method calls and placed in classes that make sense. I will say due to the immense size of the game, the large number of imports does add time tracking specific things down, but this is too be expected given the size of the game.

I am going to give two suggestions for a new plugin, because I am pretty sure the first one is not possible in this game. My first idea would be to add some sky. Looking at just black in the areas that are out of sight is really depressing. I think the old game nature would be cool and fun to just walk around and see because it would give a fun medieval environment, but the dark looming of (0,0,0) hexadecimal in the sky really ruins any view.

One new plugin I think would be cool and useful would be a plugin for a right-click option to examine enemies. There is already a right-click option to examine and enemy, but this just gives a quick remark like, “Ugly creature.” My idea would incorporate a journal-like entry which could be viewed in-game. There are already huge amounts of wiki on specific characters given the age of the game. These could be incorporated into the plugin, and possibly even actually reflect the contents of the wiki (although this kind of GET would most likely slow down the game so that idea is quite unlikely). These plugin could also go hand-and-hand with some kind of journal plugin, basically exactly like how Skyrim, Witcher, or other games have these huge collections of info on different characters in the game.

The plugin would most definitely be able to utilize code structure of another plugin that uses static content. Would also very extremely closely to the examine plugin as that is close to the idea of this new plugin. Thus, the clicking of an enemy, the text, location of buttons, these are all aspects which would be followed from the current examine plugin.