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CPSC 410

## Fishing

Before I start, I think it is worth noting that I have never played Runescape. So with my nonexistent knowledge, I decided to write about the “fishing” plugin. I chose this plugin because it was one of the tasks I had to do when I spawned into World 301. I think it was a tutorial world, because I had to click through a conversation with one of the characters. He was showing me how to open up the options menus, chat, and how to walk around. Afterwards, one of the characters gave me a fishing net. I then had to go to the nearest lake, and fish with the net. I caught numerous shrimp. This is ultimately, what made me chose the fishing plugin. I was already somewhat familiar with it.

They did a nice job in the fishing plugin at using comments sparingly. However, at the end of the file named “FishingPlugin,” there are two comments in a row that I personally thought were unnecessary. They just restate what is at the end of the next line. For example, the comment says the next line is for the id, then the line says “NPC:: getId.” It just seemed a little bit unnecessary. Another code revision would be the clarity of the code. Now I am not sure if it is because I have never really played the game, but there are a couple variable names in here that I am completely unsure as to what they are supposed to mean. For example, in the “FishingPlugin” file, there is a variable named TRAWLER\_SHIP\_REGION\_NORMAL. I do not know what this means. If this is something that I would understand if I played the game, I

think that is a poor way to name variables. It pretty much blocks out everyone who is not familiar with the game from being able to understand your code very well.

I would say that most of the fishing plugin code speaks for itself. There are a couple parts that I would need documentation for, such as the variable I previously mentioned. With that being said, if I were tasked with updating this code, I would still want the documentation handy. I would want the documentation of any code that I was going to try to update to be fair. The code is well organized for updates. For the fishing plugin specifically, the different files are pretty clearly named. I am comparing it to the “xptracker,” which has more files under it, with a more confusing naming scheme.

As I previously stated, I have never played Runescape, or really any MMO for that matter. However, if I was tasked with developing a plugin, it would be some type of auto farmer. I know a lot of these games are about gaining experience points, which makes me think that a plugin that automatically starts doing simple nearby tasks for experience would be extremely useful. Looking through the listed plugins, I did not see anything that resembled this idea. It might even be frowned upon by people that actually play the game. I say this because I could see how, hardcore players especially, would think this is “cheating the system,” since you are not physically moving your character around and completing tasks. This plugin would have to use the coding of other plugins to function more smoothly. It would use the fishing plugin, to be able to know where to take the character to fish. It would also use the mining plugin to know where to take the character to mine. These plugins would allow my plugin to function more smoothly, which is especially important since the user would most likely be away from their computer if they were actively using this plugin.