

Introduction

This time for Behind the Crown we're chatting with Mod Ramen. Mod Ramen is a Senior Content Developer at Jagex on the RuneScape team. Mod Ramen has worked on projects including bosses like Nex: Angel of Death, Solak, and most recently Zamorak. He's also worked on everyone's favourite holiday themed quest, Violet is Blue.

Quick Fire Round

- What's one fact about Mod Ramen, the person that everyone should be aware of if they are not?
- Favourite hobby?
- Favourite ramen topping?
- Favourite book or movie?
- Favourite quote?

Mod Ramen's Personal RuneScape Experience

We're going to talk about the bosses that you've worked on but one thing that people are probably wondering about is your own experience with finding RuneScape.

- How were you introduced to the game?
- What are you currently doing in RuneScape?
- We talked briefly before recording and you mentioned you're into PvM and have a comp cape, were you always into PvM and comp, how did you get there?
- [open PvM discussion???

Mod Ramen as a Senior Content Developer

This brings us to Jagex and your role as first a QA analyst and now a senior content developer.

- How did you get your start at Jagex and in general, a start in the games industry?
- When it comes to taking inspiration for your work, do you get inspired like an artist would or is it more of a systems based approach where you have to accomplish a certain task and the analytics tell you the best way to do it?
- As people may or may not know, you're a pretty avid RuneScape player, how often do your own personal game experiences influence the work that you do on RuneScape?

Angel of Death

In January 2017 Nex: Angel of Death released and at the time was RuneScape's newest boss.

- When you got word that you were going to be working on Angel of Death, what excited you the most about the project?
- Amongst RuneScape's PvM community who live for boss release day, a new boss has to push the limit and provide new challenges and engaging content. As someone who has designed bosses, how do you design a boss?
- Has there ever been a time in which you or the team wanted to build a certain mechanic but weren't able to due to technical limitations?
- What was your biggest learning experience from the Angel of Death project as a content developer? As a player?

Solak

- AoD was your first boss as a content developer, Solak was a step up for players, designed at the time to be the most difficult, what did this say to you as a developer? As a player?
- How does a designer make a boss when you want to say, “we need to make this boss be the most difficult boss yet be rewarding and fun?”
- We know the answer to this question is “no” now given that Solak was able to be taken down and now has a solo mode, but was there ever a question that it might have been too difficult?
- [this sounds like a philosophical question - to be answered as a developer OR player] What is difficulty? The reason this is even a question is because there’s such a huge gap between somebody who does casual Slayer combat and someone who’s going for Reaper Crew.

Zamorak

From Solak onwards, RuneScape saw a number of bosses released but another that you worked on that was very interesting was Zamorak. The reason it was interesting was that like some that came before it, it was targeted at all players because it was involved in the ending of a storyline.

- What were some of the initial discussions you had when it was decided Zamorak would go from story mode to 5000 and beyond?
- How do you build a boss that can scale from story mode to 5000% enrage and beyond?
- As a player where do you stand in terms of PvM difficulty on a scale from story mode to X% enrage?
- Would you like all future bosses to scale from a story-mode like difficulty to one that challenges even the most seasoned players?
- What makes a boss good?

Violet is Blue

We here at RSBANDBUpdate! love our quest weeks and Violet is Blue was definitely one of those quests that hit so many marks.

- How did you get this project and were there any immediate challenges that it posed?
- As a content dev, how do you shift gears between something like AoD, Solak, or Zamorak towards something else that’s in an entirely different world like Violet is Blue?
- Completionist players by nature will complete all the quests, how much did your player journey influence Violet is Blue? If not by that much, what were the influences?