Ninja'versary: Celebrating a Year of Quality of Life Updates
https://youtu.be/HQmcoOzmO3U
Mods Kalaya, Canine, and Chaose with Mod Hooli hosting

- Mod Poerkie has left Jagex “in pursuit of new adventures”
- The duo is Mod Kari and Mod Hooli, hiring a senior CM currently.
- Next Monday: Valentine’s themed quest (permanent)
- How did the ninja team come around? Mod Warden was keen to set up another ninja team, build on quality of life fixes, set up the team, started planning the fixes to make.
- The previous ninja teams worked slightly differently, the goals are different this time, focusing around a central theme then filling in around that main theme.
- Scatter shot strikes focus on wide swaths.
- The ninja backlog currently has 3 years worth of content that could be built.
- Craziest request: skill reworks, construction reworks
- Agree as a group on general strike themes.
- Scattershot strikes are built 8 weeks in advance, what the players are really focused on, and what can be done in the time allotted.
- 4 weeks total dev and QA cycle for a ninja strike.
- Wide array of player types within the ninja team from casual to hardcore to combat.
- Tier 92 changes or broadcast changes that came out this week, a large portion was already dev complete by another team, but between that being worked on and the ninja team finishing it off, this is an example of issues with merging work done between the ninja team and other teams.
- Lunar spell book: start with a play through, write down notes on what could be improved, some spells were not that useful anymore, if some were going to be removed (still on the backlog) then new spells would have to be added, 60 new spells were brainstormed, brought down to 7, released 4, 3 are still on the backlog.
- When working with old code, things take longer than anticipated sometimes.
- The Player Owned Farm ninja strike was initially intended to be a scattershot strike. The amount of items though shifted it to a themed strike.
- Mod Chaose: The amount of games that I play where if I was in a QA position, I’d be complaining about this, this and this, but while I’m playing RuneScape I just hand wave so much because I just know how to get around it.
- When doing a themed strike the ninja team looks at improving general UX.
- As part of the ninja ethos: we don’t talk about our upcoming strikes.
- Favourite ninja strikes: Grace of the Elves (Kalaya), tier 92 patches (Chaose), clue scrolls and double xp (Canine)
- Ninja strike key stats video: https://twitter.com/RuneScape/status/1357057771317776385
- The dojo will return sooner rather than later
- The ninja mini quest: celebrate what’s been done as a team, make the first ninja anniversary a special day, the original idea was to try and make a reference to all of the ninja strikes.
- This wasn’t initially going to be a quest, the quest for suitable areas started, then the themes appeared, and everything was scaled down for a singular mini quest.