

Introduction

This month's Behind the Crown feature sits down with Mod Stu. Mod Stu has been with Jagex for a long time and a senior content developer for 10 plus years. Mod Stu has worked on updates like Death of Chivalry, the Arc, the Mining and Smithing rework, and of course the very recent 'Accidental' Fletching & Firemaking update. But today we're going to get to know Mod Stu and talk about some of the smaller updates that greatly improve RuneScape's quality of life.

Quick Fire Round

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

Mod Stu's Background

- How did you get your start at Jagex and with that a start into the games industry?
- With that, how did you end up on RuneScape?
- Technology has changed a lot over the years. What would you say are the biggest changes that have happened to how Jagex makes RuneScape over that time?

'Accidental' Skilling

The 'Accidental' Fletching and Firemaking update that you were a part of with Mod Abe recently was both something refreshing in terms of updates and from our perspective, an example of how a standalone skilling update should feel.

- The update teaches you how to play it quite well, has it always been a part of the process of designing an update to add some sort of tutorial for the update?
 - *Potential follow-up: We saw this as well with Archaeology, the Burthorpe FTUE update, and now 'Accidental' skilling. How important is it that an update no matter how big or small it is, onboards players seamlessly?*
- What was your favourite part of this update?

Quests

RuneScape is incredibly unique in its quest system. Very seldomly we get a fetch quest in game. Quests are our vehicle for story. Quests began with the ever famous Cook's Assistant in 2001 and have continued through this summer, most recently with Twilight of the Gods.

- If you were to pick an example of a reworked quest, which one do you feel is the most stark in its before/after presentation?
- As a community we see that you love this area of the game. Everything we have in the modern quest list is something that you have worked on in some way. What draws you to quests?
- Last November I rolled a skill pure for specific reasons and one thing I was pleased to see was that a lot of XP rewards for quests are now in the form of lamps. How important is it that these alternate playstyles are accommodated?

Achievements

Once someone is a RuneScape player they very quickly become accustomed to the game's core loop of setting a goal and then finding other goals along that path and repeating that from level 3 to sometimes comp.

- The Achievements system as it was released in 2017 has finally reached a place where it's part of the core experience of the game and new content is regularly released with achievements. How important do you feel achievements are in RuneScape?
- Is one of RuneScape's endgames for the high level players a game where they hunt a series of achievements leading to max, comp, trim, and master quest? Or do you see the endgame as something different?

A Pivot to RuneScape

- What's your favourite skill?
- What's your favourite quest?
- What're your current RuneScape goals?
- What is your favourite thing about RuneScape?

[Mod Conor's talk on Jagex's development practices](#)