



PLAYER OWNED HOUSE AQUARIUM

Design Document

JAGEX GAME STUDIO
CAMBRIDGE

THE PLAYER-OWNED HOUSE AQUARIUM – DESIGN DOCUMENT



AIMS FOR THE AQUARIUM:

- Medium content size
- Deliver skill content at mid- to high-levels for Fishing and Construction
- Deliver an attractive new POH room
- Allow players to find and collect the contents of their Aquarium
- Offer a new fish type (as per the player power poll)
- Deliver reward systems that other game content can plug into
- Allow a player to have more control over the RNG of fish collection
- Offer content for maxed players

GOLDEN FISH EGGS:

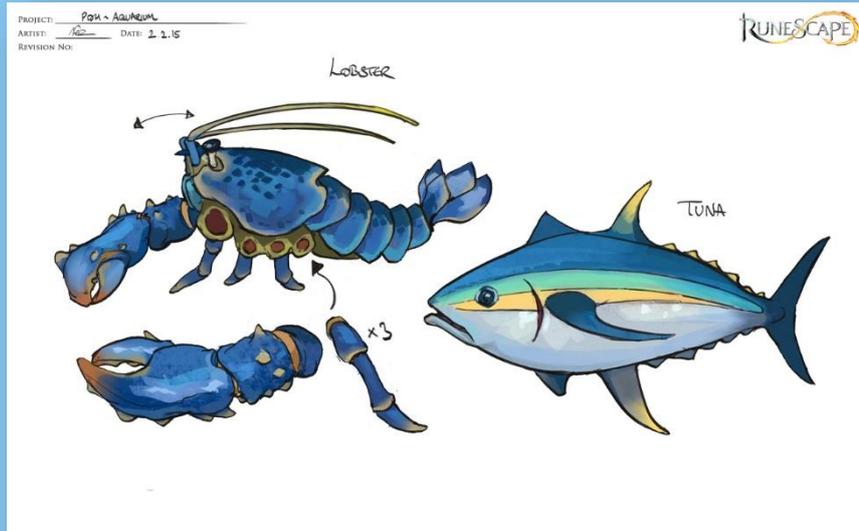


While fishing around the world, players will have a chance of finding a golden fish egg. As an example and comparison point, at level 99, a player will spend roughly 3 hours gaining each golden egg.

The intention is that casual players will catch these fish over the course of their playtime. More intensive players will have methods of **increasing the chance** of gaining a golden fish egg.

A player must have the correct Fishing level to catch that fish before they can get its egg.

- Trout (Fishing 20)
- Salmon (Fishing 30)
- Tuna (Fishing 35)
- Rainbow fish (Fishing 38)
- Lobster (Fishing 40)
- Leaping trout (Fishing 48)
- Swordfish (Fishing 50)
- Lava Eel (Fishing 53)
- Leaping salmon (Fishing 58)
- Monkfish (Fishing 62)
- Leaping sturgeon (Fishing 70)
- Shark (Fishing 77)
- Cavefish (Fishing 85)
- Rocktail (Fishing 90)



Golden fish eggs are untradeable. We are aware that not all fish lay 'eggs', but we will call them eggs for the sake of clarity.

A player cannot gain a duplicate golden fish egg, to ensure that a player always gets something new.

Golden fish eggs should be taken to the bathisphere in the player's aquarium to permanently unlock an animated fish swimming about in their tank. A player can gain golden fish even if they have not built an aquarium.

PRAWN BALLS AND PRAWN CRACKERS – ALLEVIATING THE RNG:



Prawn balls and prawn crackers are designed to give players more control over their chances of getting a golden fish egg.

We will be tracking the number of fish a player fishes. This does not count bought fish, or fish in the player's bank or inventory. Once a player fishes a cumulative number of fish that totals 25,000 life points (the total number of lifepoints that cooked versions would heal), the player receives a prawn ball or prawn cracker in their inventory. The prawn balls and prawn crackers contain a number of rewards that increase the chance of gaining golden fish eggs, and offer objects for the player's aquarium.

The difference between a prawn ball and cracker is simply that a prawn ball will be opened by one player to gain a roll on the drop table, while a prawn cracker is pulled by two players, and they both gain a roll on the drop table. There is a 1 in 10 chance that a prawn ball will instead be a prawn cracker.

To encourage continued fishing, a player gains 'Prawn Perks' when they have earned total numbers of prawn balls and crackers. The player is given 1 Prawn Perk at 1 prawn balls/crackers, 20, 100 and 200 (see later in the document for more info on Prawn Perks). The player's total number of prawn items will be viewable as a right-click op on the prawn item itself.

The player can toggle prawn items on/off at any point from the Prawnbrokers in their Player-owned House Aquarium, or by right-clicking the prawn ball/cracker.

PRAWN BALL DROP TABLE

The prawn item drop tables are as follows (AI = Aquarium Item, SAI = Surface Aquarium Item):

- 50/200 chance - Prawn Penny – consumable item that increases the chance of finding gold fish. Chances become 1 in 2 hours rather than 1 in 3 hours. Lasts for 25 fish, then disappears from the player's inventory. Prawn pennies cannot be stacked.



- 20/200 – Random 1-5 cooked baron sharks
- 20/200 – Kelp (AI)
- 14/200 – Boiler tank (SAI)
- 14/200 – Mermaid Purse (AI)
- 14/200 – Porthole (SAI)
- 11/200 – Message in a bottle (SAI)
- 11/200 – Sharkbone jaw (SAI)
- 11/200 – Ship figurehead (SAI)
- 11/200 – Anchor (AI)
- 8/200 – Prawn Pound – same as the Prawn Penny, but lasts for 100 fish before it is consumed
- 6/200 – Treasure chest (AI)
- 6/200 – Cannon (AI)
- 2/200 – White Wolf Mountain (AI)
- 2/200 - Vorago statue (AI)
- 2/200 - Sea troll egg (AI)



- 2/200 - Fishing Guild trophy (AI)
- 2/200 - Tribal mask (AI)
- 2/200 – Stone head (AI)
- 1/200 - Golden Fish Egg – One random golden fish egg that the player has not previously gained. The player does not have to have the fishing level to gain this fish.
- 1/200 - Golden Prawn Cracker – Once pulled, it gives a fish egg to two players

The boiler tank, porthole, message in a bottle, sharkbone jaw and ship figurehead are all tradeable. All other items are untradeable.

When a player has gained an aquarium object and unlocked it at their aquarium, they cannot gain it again from a cracker or ball. Instead, they get a replacement prawn penny.

The Aquarium and Surface Aquarium items will be discussed later in the document.

Prawn pounds, golden fish eggs and golden prawn crackers will be added to the motherlode maw drop table.

A player will only receive prawn items if they have an Aquarium in their player-owned house.



SURFACE AQUARIUM:



The POH element of the Aquarium update is in fact two rooms: a surface dry room, and an underwater aquarium that thematically sits below the surface room. The proposed layout can be seen above.

An aquarium can only be built on the ground floor of the POH. It counts as one room, and a player can only have one aquarium per house.

The aquarium is unlocked at level 63 Construction (throne room is 60; oubliette is 65) and costs 200,000 gp. Hotspots are unlocked at Construction levels 63-81.

Players can visit other players' Aquariums. They cannot exhaust the locs within another player's Aquarium, however (more on this later).

The surface aquarium includes the following:

- Five hotspot locs
 - Diving Suit (can be flatpacked)
 - Prawnbroker (can be flatpacked)
 - Centrepiece Wall
 - Whopper Wall
 - Floor Decoration
- A locked, non-constructible bathysphere to the Aquarium below. The bathysphere cannot be removed from the POH room.

SURFACE AQUARIUM – DIVING SUIT HOTSPOT:



A player can enter the underwater aquarium without this diving suit, but they will wear a basic fishbowl suit like in the quests.

- Oyster Hunter Suit - level 63 – requires fish bowl, 5x bronze bar. Player can open oysters in the aquarium while wearing this suit.
- Mermaid Hunter Suit – level 72 - requires fish bowl, 5x bronze bar, boiler tank item. Player can additionally open mermaids' purses in the aquarium while wearing this suit. Requires 5 or more fish in the Aquarium before it can be built.
- Gold Hunter Suit – level 80 - requires fish bowl, 5x bronze bar, porthole item. Player can additionally open treasure chests in the aquarium while wearing this suit. Requires 10 or more fish in the Aquarium before it can be built.

When entering the bathysphere, the player will automatically put on the diving suit.

SURFACE AQUARIUM – THE PRAWNBROKER:



The Prawnbroker is a prawn in a pool with a wooden shack built around it.

- Driftwood Prawnbroker – 63 Construction – requires 8x teak planks
- Flotsam Prawnbroker– 73 Construction - requires 8x mahogany planks
- Boutique Prawnbroker– 81 Construction – requires 8x mahogany planks and porthole item

Fishing and aquarium unlocks are available from The Prawnbroker in the form of a perk tree. Each unlock is purchased by spending one Prawn Perk. There are 14 perks in total.

Perks appear in a gated pattern of 4-1-4-1-4-1, - the player is free to pick from 4 on the first tier, but they need all 4 to unlock the 1 on the next tier, etc.

14 Prawn Perks are gained by finding the 14 different golden fish eggs. Another 4 Prawn Perks are gained by gathering a threshold number of prawn items, as previously noted in the prawn ball and cracker section. It is intended that there are **more Prawn Perks than there are unlocks** on the perk tree, so that players can have choice and freedom in how they complete their perks. Any leftover Prawn Perks can be cashed in for 10,000 Fishing XP each at the Prawnbrokers.

A completed perk tree is required for the completionist cape. A player needs to have gained all Prawn Perks for the trimmed completionist cape. No other comp requirements will be included.

The Prawnbroker allows the player to toggle any passive perks, and toggle prawn ball drops (a player can also toggle prawn items from a right-click on the prawn items).



Once a player reaches level 99 Fishing, they receive 50 noted prawn balls.

Tier 1:

- Prawn items will be more frequent
- You can fish without using fishing bait
- Gain a landmark of your choice for your aquarium
- Gain 10x Prawn Pennies

Tier 2:

- Gain 1 random golden fish egg

Tier 3:

- Prawn items will be more frequent
- You can fly-fish without using feathers
- Prawn Pennies and Prawn Pounds last for double the number of fish
- Gain three diving suit cosmetic overrides for the surface

Tier 4:

- Gain 1 golden prawn cracker

Tier 4:

- Prawn items will be more frequent
- You can barbarian fish without using bait or feathers
- Gain a great white shark pet and a great white shark for your aquarium
- Gain the ability to fish great white shark from shark fishing spots

Tier 5:

- Player is able to make sushi



SURFACE AQUARIUM – CUSTOMISABLE LOCS:

The surface aquarium includes three cosmetic hotspot locs – a Centrepiece Wall, a Whopper Wall and a Floor Decoration. These allow the player some customisation of their surface aquarium.

Centrepiece Wall

- Posters – 66 Construction – requires 1x message in a bottle item
- Sharkbone jaw – 71 Construction – requires 1x sharkbone jaw item
- Ship figurehead – 78 Construction – requires 1x ship figurehead item

Whopper Wall

- Mounted shark – 65 Construction – requires 1 x mahogany plank, 1x raw shark
- Mounted rocktail – 70 Construction - requires 1 x mahogany plank, 1 x raw rocktail
- Mounted great white shark – 76 Construction - requires 1 x mahogany plank, 1 x raw great white shark

Floor Decoration

- Fishing net – 64 Construction – requires 5x wool
- Twin anchors – 69 Construction – requires 5x iron bars
- Bait barrel – 74 Construction – requires 4x mahogany plank, 100x fishing bait

Underwater Aquarium – Creation Tool:



The above is a prototype version of the creation tool. This will be reworked for the final update.

The player can right-click the bathisphere in Build Mode to add elements to their underwater aquarium. Rather than use hotspots, the player is given full freedom to determine where locations are placed, as shown by the interface above.

Players have a 16x16 layout where aquarium objects can be placed. As long as the object is not placed on the bathisphere location in the centre of the aquarium, the objects can be placed anywhere. Players choose from a list of objects on the right half of the interface. These objects are given to the player as default, or are gained from the prawn items.



AQUARIUM – GATHERING FISH:

A fish appears in the Aquarium once a player contributes a golden fish egg to the bathisphere during Build Mode or normal mode. The bathisphere is conceptualized below.



Each golden fish egg contributed to the Aquarium gives the player 1 Prawn Perk, as previously noted.

Explanations will be given for how saltwater fish can live with freshwater fish. Some of the fish are quest-locked, but this is intended. The focus of the Aquarium will be on a soothing and colourful environment with fish moving naturally and elegantly.

The player is able to use the machinima camera in the underwater aquarium.

UNDERWATER AQUARIUM – OBJECTS:

The player places objects in their aquarium via the creation tool. Aquarium objects either come as default or are gaining from prawn items. The objects available in the Aquarium are as follows.

Green = free

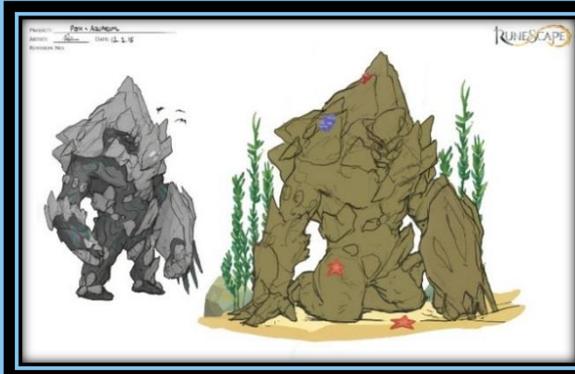
Red = unlocked via prawn balls:

- **Seaweed** – can be harvested and exhausted for Farming XP and one seaweed item. Replenishes every 12 hours
- **Kelp** – can be harvested and exhausted for Farming XP and one kelp item. Replenishes every 12 hours
- **Oysters** – Elf City gem-rock drop table w/ addition of oyster pearls. Replenishes every 24 hours.
- **Mermaids purses** – Contains 20x mahogany or teak planks (50/50 chance of each) Replenishes every week.
- **Treasure chest** – Contains 1 elite clue scroll. Replenishes every month.



- **White Wolf Mountain** – Fish caught in Catherby give +2% XP. Greater chance of golden fish eggs in that region
- **Vorago statue** – Fish caught in Living Rock Caverns give +2% XP. Greater chance of golden fish eggs in that region
- **Viking longboat prow** – Fish caught in Otto's Lake give +2% XP. Greater chance of golden fish eggs in that region
- **Sea Troll egg** – Fish caught in Piscatoris Colony give +2% XP. Greater chance of golden fish eggs in that region
- **Fishing Guild trophy** – Fish caught in the Fishing Guild give +2% XP. Greater chance of golden fish eggs in that region

- **Tribal mask** – Fish caught in Shilo Village give +2% XP. Greater chance of golden fish eggs in that region



- Ship prow
- Ship aft
- Coral reef
- Rocks
- Cracked pots

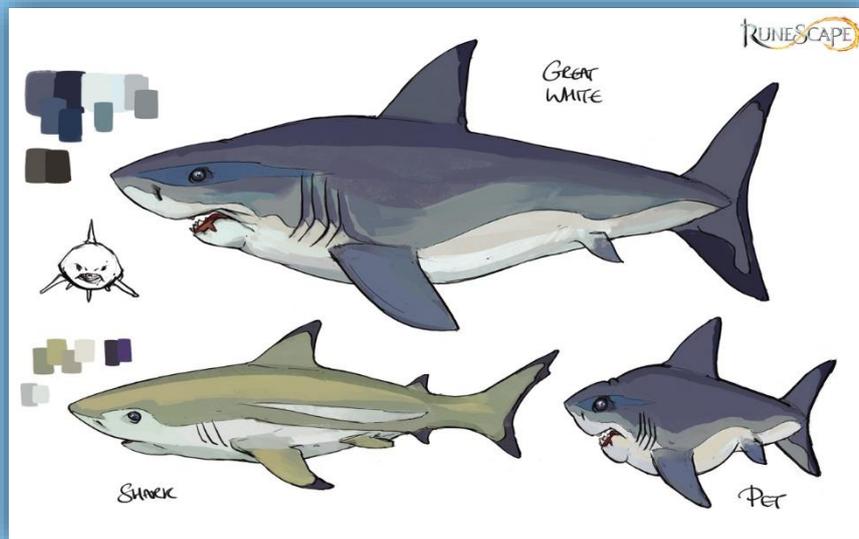


- Cannon
- Anchor
- Big stone head
- Plug – This object is unlocked for free once all fish have been added to the aquarium. It can be opped to reset the fish in your aquarium ('prestiging' the aquarium). Various confirmation boxes will ensure that a player really wants to do this! From this point on, each golden fish egg found and contributed to the tank will add the fish to the Aquarium and give a medium Fishing lamp, but will not offer any Prawn Perks. Prestiging does not reset the perk tree.

Prestiging gives a fishing anim override that changes the colour of fish in fishing animations to silver; two prestiges changes them to gold. Inside the Aquarium, prestiging once gives a RuneScape logo plug; prestiging twice gives a Stone of Jas plug.



REWARDS – GREAT WHITE SHARK:



A current poll has put 'passive fish' as the winning option for a new fish mechanic. This new fish type is the great white shark, and its associated sushi.

The great white shark can be fished from any shark spot with a harpoon (1 in 2 sharks caught will be a GWS). This can be deactivated from The Prawnbroker if wanted.

The great white shark requires level 80 Fishing and gives 130 Fishing XP per catch. It requires 84 Cooking and delivers 212 Cooking XP. A player can cook the shark to create a cooked great white shark that is slightly better than cooked shark, replenishing 2100 life points.

At Agility 85-99, the player gains increased chances of gaining two GWS with one catch. At level 99 Fishing and 80 Strength, a player can fish for these shark barehanded, gaining 90 Strength XP per fish.

Raw and cooked great white shark is tradeable.

SUSHI:

A player can instead choose to keep the GWS uncooked, and use it on seaweed or kelp to make sushi items with passive benefits.

- Great Maki – Requires seaweed – Level 84 Cooking, 150XP - Initial heal of 2100, with 3% of prayer regained every 1 second afterwards (cap of 15%).
- Great Gunkan – Requires kelp – Level 91 Cooking, 180XP – Initial heal of 1500, with 150 life points gained every 1 second afterwards (cap of 2350). Can raise LP by an extra 15%.

To ensure that rocktail soup is not devalued, its LP gain will be/has been increased.

Sushi and kelp is tradeable. Kelp can be burnt to form soda ash. Kelp can be stored in seaweed nets.



REWARDS – GREAT WHITE SHARK PET:

This is a new pet that floats by the side of the player. Once unlocked from the Prawnbroker, the Great White Shark also appears in the aquarium, as if the player had collected it as a golden fish egg.

The Great White Shark does not disappear from the Aquarium when a player prestiges using the plug object.

