

“Ninja Team: Recon” PAG Meeting Minutes – Meeting 1, April 17th

Author: The RS Guy (PAG Champion)

- Introductions of all PAG team members, brief summaries of their expertise, and the communities they represent. Personal goal of representing each community (Clues, Ironman, Pvm, Slayer, and Skilling) with at least 2 PAG members was met.
- Description of the PAG member selection process: Champion asked large Runescape subcommunities to nominate members of their leadership group, met with those leaders, made final assessment based on their knowledge of the subject, enthusiasm to work with Jagex, and ability to work constructively with players and employees alike.
- Introductions from mod Bolton and mod Kalaya, explanation of their roles in the project.
- Players and PAG champion inquired about defining encounter rate, and were told to make an assessment based on their knowledge of how prevalent a particular issue is with regard to the whole game, not just the subcategory. Were given specific examples of differing encounter rates, and how they would be rated out of 10.
- PAG champion screenshared and presented the first 26 items on the “PVM” tab of the PAG spreadsheet. All 26 items had already been discussed and rated by the full player team the day before the meeting. Items were sorted by Impact rating and each item was discussed in detail.
- Mod Kalaya provided feedback on each item, and assessed each item via the “Scope Check,” column.
- Of the 26 items, 8 of them were forwarded on to appropriate teams, and 18 were within the scope of the Ninja team. No items were deemed inappropriate.
- Mod Kalaya asked for elaboration on 8 items, to be added to the “recommendations” tab of the sheet during the week.
- PAG team were asked to brainstorm a possible solution for the REDACTED problem outlined on row 26.
- A “Point of Contacts” column was added to each page of the PAG sheet, listing the names of experts on each individual subject. The names listed may be contacted in the event that a member of the Ninja team needs to reach out to an expert for further elaboration on an item.
- PAG members found going through the items extremely helpful as it gave them an idea what sort of items to prioritize in the future.
- Mod Kalaya was happy with the quality of feedback, but expressed potential concern that we would come up with too many items for the Ninja team to realistically implement.
- Overall, a good and productive first meeting. There definitely will not be enough time to go over each item on the sheet as it continues to grow in the coming weeks, but that’s likely not a bad problem to have.

“Ninja Team: Recon” PAG Meeting Minutes – Meeting 2, April 23rd

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- Mod Kari introduced to the group as both a Ninja and a member of the CM team. All members of the Pag team were present.
- Pag champion outlined the meeting objective: to cover the highest impact problems across three categories: Skilling + Achievements, Clue Scrolls, and Other. Expressed concern that some items would not be able to be covered in the meeting due to time constraints, and arranged to have them looked at and “scope checked,” by the Ninjas outside of the meetings. Having had just 7 days to work on the sheet, there are already over 200 sorted items.
- Items on the sheet had all been previously discussed, and rated by the entire PAG group on both Impact and Encounter Rate.
- Pag champion screenshared and presented the 17 highest impact items from the Skilling + Achievements page. Of the items presented, 11 were within scope, 5 were forwarded on to appropriate teams, and 1 item was deemed out of scope (Dailyscape reduction, row 2).
- Mod Kalaya requested a list of REDACTED, (row 11)
- Pag champion switched over to clue scrolls, and presented 18 high-impact problems. Of the items presented, 14 were within scope, 3 were forwarded on to the appropriate team, and 1 item was out of scope (globetrotter boots have a semi redundant effect, row 18).
- Mod Kalaya asked for elaboration on a number of the clue issues, which have now been added to the sheet in the “recommendations tab”
- Mod Kalaya asked for possible solutions to the problems on rows 7 and 14, and asked for a complete list of instances where REDACTED. This list will be added to the sheet over the next week.
- Pag champion switched over to the “Other” section, and presented the 18 highest impact items.
- Item one (row 2) is related to the REDACTED.
- Mod Kalaya asked the Pag team if we could create a list of improvements directly related to the Grand Exchange (row 3). This list will be completed before meeting 3.
- Pag team was asked for elaboration on row 9
- The final few minutes were used to look at Ironman mode. A total of 6 items were presented, which started a good dialogue about Ironman balancing, and ways to improve the player experience.
- Every single item presented retained its original encounter rate and impact score that was determined by the player team (as opposed to meeting 1 where some items were adjusted).
- Overall, all parties seemed very pleased with the results of meeting 2. Despite the high volume of items, most suggestions were well received and within the scope of the project.

“Ninja Team: Recon” PAG Meeting Minutes – Meeting 3, April 30th

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- Between meetings 2 and 3, Mod Kalaya scope checked over 50 items that the PAG felt did not need elaboration. This was done to save meeting time, and ensure that we would be able to focus on the important or less easily explained items.
- Pag champion kicked things off by presenting the interface fixes that were asked for during the first meeting. Discussed 8+ interfaces that should remain open, or not instantly close when combat initiates.
- Pag champion presented a set of Grand Exchange fixes that were requested in meeting 2 by Mod Kalaya, these included REDACTED.
- PAG champion switched over to the PAG sheet, with the goal of discussing and scope checking all (50) items that the player team had added to the sheet and covered internally, but felt may need elaboration.
- Covered 6 items in Skilling & Achievements, every item introduced was within scope.
- Covered 5 items in PvM (slayer). This category is more empty than the others as there is a lot of crossover between slayer and bossing. Team was asked to look further into item 8 (row 9), and nothing introduced was out of scope.
- Covered 12 items in Clue Scrolls, with 10 items being within scope, and 2 being forwarded on.
- Covered 20 items in PvM bossing. This is by far the longest category, with over 90 total items. Many items were forwarded on as they have potential balancing implications, but some quick fixes were deemed appropriate scope. A meeting with the combat team has been requested for after the PAG program ends, to allow the combat oriented members to elaborate on any items that may require more clarity.
- Did not have time to continue through combat, or look at Ironman. Plan will be to start the final meeting by going over the missed items. It seems possible that every single item will be scope checked by the end of the final meeting, which is impressive considering there are over 250 total items.
- Once again, no items that were presented needed their impact scores or encounter rates adjusted, which is great.
- Before the end of the meeting, Mod Kalaya asked us to choose roughly 15 items from each list, and highlight them as things we would like to see prioritized in a potential “pag strike.” Some concern that this could lead to other important elements being put aside, but lots of general excitement to potentially see some of these improvements reaching the live game.
- After the official meeting ended, the PAG team discussed, and highlighted their top items on each page as a group.
- Overall, another productive meeting.

“Ninja Team: Recon” PAG Meeting Minutes – Meeting 4&5, April 17th & 14th

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- Finished discussing the completed Sheet, no items were deemed out of scope
 - Discussion about alternatives to REDACTED
 - Of the items presented, nothing was out of scope.
 - Final item counts: 336, of the 336 items presented, only 8 were deemed out of scope. Each presented item had a weighted Impact Score, Encounter Rate, and every item that needed any further information had it attached, including possible solutions to all problems.
 - Overall, Mod Bolton was extremely pleased with the distribution and quality of suggestions .
 - Mod Kalaya was also very pleased with how the PAG went with regard to submission quality/meetings etc.
 - Mod Kalaya explained how the items would be brought to the rest of the Ninja team, and presented two different ideas for implementation: 1. Doing six PAG strikes, one for each category from the sheet, and 2. Doing a couple spread out strikes with some items from each category. Option 2 seemed to be the more popular option among PAG members.
 - PAG members asked about being able to reference ideas that were introduced via the sheet once they entered the livegame, and were told they would be able to discuss them at that stage.
 - Mod Bolton revealed the PAG retroactive, where we were given 15 minutes to submit things we would want to see continued, added, and stopped in future PAG's. These items were voted on and discussed, and will be used to make the future PAG's better.
 - Main focus for improvement was on the communications/organization side, which makes sense as this was the first PAG.
 - The PAG team shared that before each weekly meeting they spent hours discussing and weighing each item on the sheet, no items were kept on the sheet unless they had approval from the full group. This was a very important part of the process as it allowed good discussion and the creation of many broad solutions to the improvements being brought up.
 - After looking at the retro, PAG members were debriefed and given a link to a form to receive a Ninja team Hoodie, and some Runescape Membership.
- Overall, I think the PAG went very well. All team members put a lot of time in, and we are all excited to see what comes out of it. On a personal note, I'm thankful for the opportunity to contribute to the game in such a meaningful way, and It's been a fantastic opportunity for me to get out of my comfort zone and work with such an incredible group of people.