

Possibilities for the ingame game:

- no simulation = 100% scripted (think papers please, no real reason to have stats then, though)
- small simulation
 - set the player focus as a slider?
 - find the correct balance for each phase for your role (pretty much like game dev tycoon)
 - farm/gank/push, each with their own solo/teamplay dimension
 - maybe role specific sliders ("guard carry" for support lanephase)
 - actual success of each slider depends on what teammates chose and player skills: everyone farming -> bad farm results and easily pushed/ganked
 - huge bonuses if everyone agree (e.g. teamplay push)
- jrpg-style battle
 - 5v5(v1 "a bag of money" -> hit this to farm)
- large simulation
 - map divided to tiles
 - occupying jungle tile -> gold gain based on farming skill/items/hero
 - occupying lane tile -> gold gain based on danger/farming skill & push based on push power vs enemy push power
 - occupying base tile for long enough (based on gear) -> victory
 - tiles have danger rating, which player may or may not be aware of (awareness skill?)
 - enemy heroes in same tile
 - enemy heroes in adjacent tiles
 - wards give vision to adjacent ones

Events:

- "outside" the game events
 - patch night (= meta change, want to read notes?)
 - you got muted
 - you got banned/low-prio'd
 - a report on a player has been successful
 - you lost your job, base rage = higher, more time to play
- pick screen events
 - a famous player joins either side
 - a player you've encountered before joins either side (one you may have muted etc.)
 - the role/hero you wanted is picked, what to do?
 - get paired with a friend from friendlist (lets say the game favors friends on same team, you don't queue with them)
- ingame events
 - at pretty much any point:
 - report a player
 - try adding a player on your friendlist
 - team wipes
 - spot a rushan attempt
 - rune
 - pre-game

- lane pick battles
- pre-game gank
- rune
- early rushan
- lanephase
 - ganks
 - early push
 - rushan (some heroes may solo)
- mid game
 - team pushing
 - split pushing
 - roshan
 - whole team gank
- late game
 - carries go crazy (typically solokilling/failing/throwing)

On strategy:

- play with one pub-bash hero only, focus on getting really good on it
 - no longer works later on, when real metagame steps in
 - high rage-risk should the hero be taken
 - solo-oriented gameplay (team may whine)
- play with a wide range of heroes and get early into the metagame
 - get frustrated early on with nobody following the meta
 - gets easier later on

On roles and heroes:

- There's the metagame way that a hero/role should be played
- There's the way your teammates think a hero/role should be played
- There's the way YOU think a hero/role should be played

About rage:

- percentage of rage is added to your ragemeter at the end of a game(?)
- gained from having to do actions you do not want to
 - doing something another player tells you to (with profanity/against your better judgement)
 - dying
 - not being able to play a role (or even a hero) you wanted to
 - others not following your orders
 - insults etc.
- vented through:
 - insulting others
 - doing whatever YOU want, instead of following the orders of others
 - getting lots of kills

- wiped by throwing the game
- dying on purpose
- trying to ruin the game for others
- high rage may result in a ragequit
 - in contrast to throwing, this one doesn't affect your stats (kills, deaths, assists), though you'll get a loss

Screens:

Couch screen:

Couch -> rage--, screen fade, next day

Computer -> Game main menu (OR computer menu, should we wish to do something else with it aswell)

Bonsai tree -> skilltree

Main ragemeter

Outside game events message area

Game main menu:

Play -> Picking screen

Watch -> (spend time for skillgains)

Exit -> back to couch screen

Picking screen:

5v5 [CPU][CPU][YOU][CPU][CPU] ← middle one being your “choose hero button”

vs

[CPU][CPU][CPU][CPU][CPU]

ready

→ game phase 1

[CHAT BOX HERE? (may double as pickscreen event text area)]

Choose hero popup/screen:

N heroes to pick from, differing roles

OR

N roles/definitions to pick from (carry/pushed/nuker combo etc.), hero “generated”

Game phase1:

Popup: Adjust sliders for farm/gank/push/whatever

Chat

Status screen (team totals, your kd)

Events (dialogue) → all events done, go phase2 if game did not end

In-game ragemeter

Game phase2

Same as above, different events/sliders/slider focus

Game phase3

As above

Game ends

Show final results, possible skill/rage gains → back to Game main menu