

LEAGUE OF LEGENDS

Storyboard Assignment

Adam Miskiewicz
Comp3023-Winter2025
200547405



General Game Rules

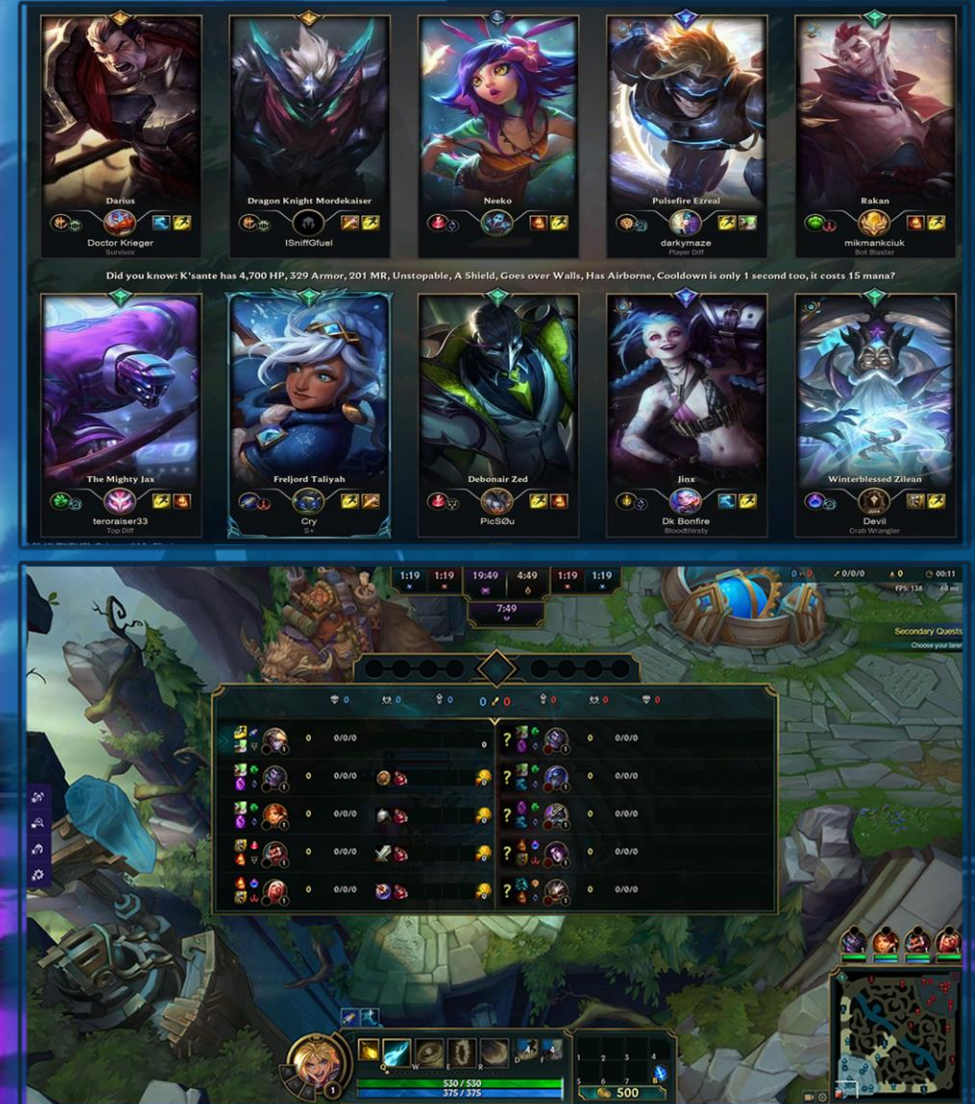
Two teams of five players face off in a 5v5 battle.

Each player controls a unique champion with distinct abilities.

The primary objective is to destroy the enemy's Nexus (the core of their base).

Players earn gold by defeating minions and enemies to buy items.

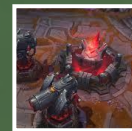
Use gold to purchase gear, earn EXP to level up new abilities.



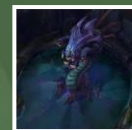
Setting and Environment - Summoner's Rift



The game is set on Summoner's Rift, a mystical and large arena divided into three main lanes (Top, Mid, Bottom).



The lanes are bordered by towers, turrets, and inhibitors that protect each team's Nexus.



The jungle area is filled with neutral monsters and objectives like Dragon, Baron Nashor, and Rift Herald, offering strategic advantages.



Day and night cycles in the game influence the environment and the visibility on the map.

Game Goals & Objectives

The goal is to destroy the enemy team's Nexus while defending your own.



Destroy enemy defenses, secure objectives, gain gold & experience.



Strategize to defeat opponents, complete objectives, and level up champions.



Champions

Vast roster of champions, each with unique abilities, roles, and playstyles.

Players select a champion, each with strengths and weaknesses

Each champion has unique abilities and ultimate moves



Assassin



Fighter



Mage



Marksman



Support



Q

Ahri sends out a pulls back her orb, dealing magic damage on the way out and true damage on the way back.

Orb of Deception



W

Ahri gains a brief burst of Move Speed and releases three fox-fires, that lock onto and attack nearby enemies.

Fox-Fire



E

Ahri blows a kiss that damages and charms an enemy it encounters, instantly stopping movement abilities and causing them to walk harmlessly towards her.

Charm



R

Ahri dashes forward and fires essence bolts, damaging nearby enemies. Spirit Rush can be cast up to three times before going on cooldown and gains additional recasts when taking down enemy champions.

Spirit Rush



Passive

After killing 9 minions or monsters, Ahri heals. After taking down an enemy champion, Ahri heals for a greater amount.

Essence Theft

Ahri, the Nine-Tailed Fox

DAMAGE:
Magic

STYLE:



DIFFICULTY:



Innately connected to the magic of the spirit realm, Ahri is a fox-like vastaya who can manipulate her prey's emotions and consume their essence—receiving flashes of their memory and insight from each soul she consumes. Once a powerful yet wayward predator, Ahri is now traveling the world in search of remnants of her ancestors while also trying to replace her stolen memories with ones of her own making.

Yasuo, The Unforgiven



Q

Thrusts forward, damaging all enemies in a line. On hit, grants a stack of Gathering Storm for a few seconds. At 2 stacks, Steel Tempest fires a whirlwind that knocks Airborne.

Steel Tempest



W

Creates a moving wall that blocks all enemy projectiles for 4 seconds.

Wind Wall



E

Dashes through target enemy, dealing magic damage. Each cast increases subsequent dash's damage, up to a max amount. Cannot be re-cast on same enemy for few seconds.

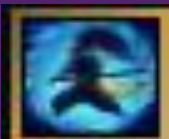
Sweeping Blade



R

Blinks to an Airborne enemy champion, dealing physical damage and holding Airborne enemies in the area in the air.

Last Breath



Passive

Yasuo's Critical Strike Chance is increased. Additionally, Yasuo builds toward a shield whenever he is moving, shield is triggered when damage is taken

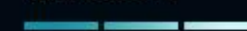
Way of The Wanderer

DAMAGE:
Physical

STYLE:



DIFFICULTY:



An Ionian of deep resolve, Yasuo is an agile swordsman who wields the air itself against his enemies. As a proud young man, he was falsely accused of murdering his master —unable to prove his innocence, he was forced to slay his own brother in self defense. Even after his master's true killer was revealed, Yasuo still could not forgive himself for all he had done, and now wanders his homeland with only the wind to guide his blade.

Game Levels and Progression

Progression occurs in 3 stages: Early Game, Mid Game, Late Game.



Early Game: Players focus on farming minions, securing jungle objectives, and gaining experience and gold.

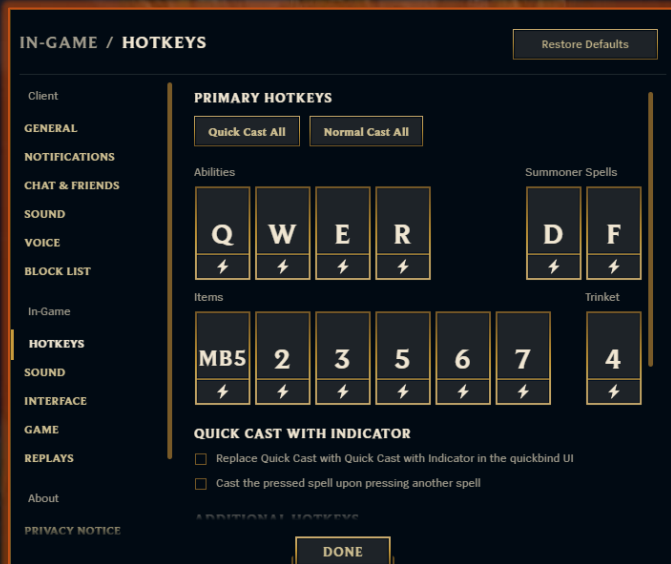


Mid Game: Teams begin engaging in larger skirmishes and securing major objectives like Dragon and Rift Herald.



Late Game: The focus is on team fights, major objectives like Baron Nashor, and pushing towards the enemy Nexus.

Default Hotkeys -
(Q, W, E, R)



Hotkeys (Q, W, E, R)
are used to activate
abilities.



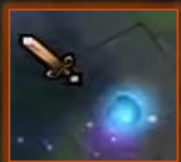
Game Controls & Mechanics



Base shop access
Hotkey - (P)



Left-click to move
character



Right-click to attack
or use abilities



Recall to base
Hotkey - (B)

Default Summoner
spell Hotkeys -
(D, F)



Starting the Game



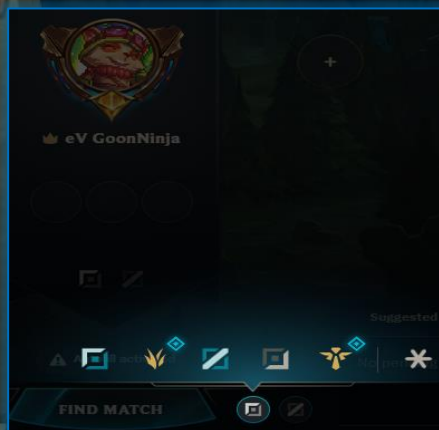
5v5

SUMMONER'S RIFT

Crush your lane, dive into epic five-on-five team fights, and destroy the enemy nexus in League's premier competitive mode.

- ◆ **SWIFTPLAY**
New rules for faster games
- ◆ **DRAFT PICK**
- ◆ **RANKED SOLO/DUO**
- ◆ **RANKED FLEX**
Parties of 4 disabled

Select Role



Select Game Mode

Pick
Champion &
Runes



Load into
game & play!



Early Game



In the early game, players focus on last-hitting minions for gold and experience.



Junglers roam the jungle, killing neutral monsters for gold and assisting lanes with ganks (ambushes).



Laning phase: Players position themselves in the Top, Mid, or Bottom lanes and aim to harass the enemy while avoiding being killed.

Mid Game



Players start grouping together to contest objectives like Dragon or Rift Herald.



Mid game is often marked by skirmishes and increased team interactions, focusing on getting kills and pushing towers.

Late Game



In the late game, players will often group for large team fights, trying to secure objectives like Baron Nashor and pushing the enemy's inhibitors.



Team fights are crucial for securing an advantage and advancing toward the Nexus.

Conclusion

League of Legends offers a dynamic and strategic experience, with constant updates, balance changes, and competitive play.

This game combines teamwork, strategy, and individual skill, ensuring a highly engaging and competitive environment.

VICTORY

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