**Type of Game:**

MOBA

**Name:**

**Premise/Overview:**

**Map:**

* 3 Teams
* \_ Players on Each Team
* Triangle Shape Map
* Base in each corner of map
* Lanes Connecting bases via outside edges
* Each base has a lane that leads to a central area: “no man’s land”
* Empty Areas are divided in half, each with small paths down the middle
* Remaining 6 ‘jungle’ areas are Desert, Swamp, Plains, Forest, Savannah, and Tundra

**A.I.:**

* Waves of minions go down side lanes toward enemy bases
* Desert Monsters:
* Swamp Monsters:
* Plains Monsters:
* Forest Monsters:
* Savannah Monsters:
* Tundra Monsters

**No Man’s Land:**

* Ideas:
  + 3 different buffs on outer edges of it, that boost certain stats
  + Giant hole in the middle, into which all creeps suicide
  + Boss Monster
  + Point to control (like in league of legends dominion)

**Characters: \*This is the fun part\***

* What to call characters within the game: Saints
* Character Ideas:
  + My Nigga (the Agile):
    - Mid-laner
    - Highly Mobile
    - No Crowd Control
    - Decent, but not high DPS
    - Low Tenacity
    - Toolkit:
      * Passive:
        + Movement speed increases with level
        + Blocks one Crowd control effect. Has a cooldown.
      * Q: Aerial Slash
        + Mid-range skillshot that hits first enemy
      * W: Heavy Hitter
        + Next basic attack does increased damage and shortly stuns
      * E: Blink of an Eye
        + Blinks through any walls or obstacles within a short distance
        + If Heavy Hitter is used within a certain time-frame, a second use of Blink of an Eye is granted.
      * R: Purity of Motion
        + Removes all petrification
        + Increases movement speed based on missing health
        + Health Boost
  + Garm (the Potion Maker):
    - Carries around a potion machine on his back and a thin, one-handed blade. Include the red medical plus somewhere.
    - Support
    - Toolkit:
      * Passive: Mix and Mingle
        + Giving Potions grants bonus gold
        + AD grants cooldown reduction
      * Q: Mix a Potion
        + Over the course of 5 seconds, Garm mixes up a potion.
        + Garm channels while this happens and cannot move or use abilities while mixing potions.
        + When a potion is completed, Garm gains a stack on his W, allowing him to give it to a champion or use it on himself.
        + Mix a Potion can be interrupted if he takes damage or is affected by Crowd control (excluding slows).
        + If it’s interrupted while Garm is still mixing the potion (first 2.5 seconds), Garm drops the potion and an area of the ground around him deals damage to allies and enemies alike for a short amount of time.
        + If it’s interrupted while Garm is bottling the potion (last 2.5 seconds), Garm drops the potion and an area of the ground around him heals enemies and allies alike for a short amount of time.
      * W: A Gift to You
        + Passive: Each time Garm mixes a potion, he gains a stack on A Gift to You. Garm can have a max of 2/3/3/4/5 potions at a time.
        + Active: Garm gifts a potion to an ally, instantly restoring an amount of health and mana. Garm can use the potion on himself, but he receives far less health and mana than an ally would and does not gain 10 gold from Mix and Mingle.
      * E: Potion Paralysis
        + Active: Garm thrusts forward, shooting a bolt of energy that roots the first enemy hit and deals damage to it and half that damage to enemies in a cone behind it. For 10 seconds after being hit with Potion Paralysis, the target’s healing efficiency is reduced by 50%
      * R: Artificial Recall
        + Active: Garm installs a healing structure on an ally tower. Each second, this wave heals allies for 2% of their maximum health. There is a terminal on the side of the structure that allows players to remotely access the shop. This structure remains for 20 seconds. When the duration is up, anyone currently using the terminal will be granted access until leaving the shop.
        + Passive: Garm’s potion efficiency is increased by 25/50/75%.
  + Hecate Mysterium IX (The Dungeon Master):
    - Wears hooded robes with large ring of keys around his face.
    - Looks old (70-90).
    - Family has been keeping the dungeons for generations.
    - AP AOE fighter
    - Holds a staff with a dark gem on the top as a weapon.
    - Toolkit:
      * Passive: No Place Like Home
        + Hecate’s magic power, armor, and movement speed are doubled when he is in range of an allied tower.
      * Q: Fury of Darkness
        + Passive: When Hecate is not under a tower, his basic attacks deal 50/60/65/70/75% of his magic power and 20% of that to nearby enemies.
        + Active: Hecate conjures a magical cage around the target, immobilizing and silencing them for 0.8/1/1.2/1.5/1.7 seconds. Only ranged attacks can be used while inside the cage.
      * W: Protect the Sacred
        + Toggle: Hecate raises an evil-banishing gate around the tower he is currently under, preventing enemies from going in or out, but allows allies to move freely. Drains 5% of his maximum mana per second.
      * E: Sacred Bond
        + Toggle: Hecate links himself to the tower he’s under, combining his health and that of the tower into one. Any damage taken to the tower or Hecate while the link is active will drain from the common pool. When the link is broken, Hecate’s health and that of the tower will be equalized PERCENTAGE wise.
      * R: Endless Darkness
        + Active: Hecate opens a trap door, out of which untargetable prisoners climb out of. Prisoners seek out the nearest enemy (prioritizing Saints) and deal damage and slow the enemy. Prisoners disappear once they have attacked an enemy.
  + Miguel (the Brazilian Forward)
    - Brazilian soccer player with a jersey, shorts, and cleats
    - Hair is up to artist to decide on.
    - Carries mesh bag with 3 soccer balls:
      * One ball is blue and phantom-like and moves very quickly.
      * One is metallic with a timer on it (it’s a bomb)
      * One is a plain white soccer ball that can be changed.
    - Toolkit:
      * Passive: