

The Architect - Champion Design

This project is an attempt to recreate the process of creating a League of Legends champion similar to the way it is done within Riot games using the DNA principle (Design - Narrative - Art) in order to develop and test my abilities across the disciplines of game design.

Design

The main idea for the champion's design was to explore the potential creative space using portals to redirect enemy abilities. The kit then developed from that idea into a control mage with focus on delivering a micromanaging genius fantasy, as the presumption is the players would feel like they are outsmarting the enemy by strategically using their own abilities against them.

Abilities:

Passive - Duality:

Gives him mr and armor based on his passive stacks
as he casts abilities his passive stacks go down
when they reach 0 he starts gaining ap
the stacks gradually go back to default after a very short period of not casting

Q - Prism Beam:

The Architect fires a beam from his staff damaging and slowing all the enemies it hits for the duration of the ability.

Base Damage: 30/45/60/75 per tick

Ability Power Scaling: 20% per tick

Total Duration: 2 seconds

Slow: 20%/25%/30%/35%

Cost: 60/70/80/90 Mana

Cooldown: 9/8/7/6 seconds

Upgrade on Level Up: Increases base damage per tick by 10/15/20/25

W - Portal:

The Architect places a set of portals. One portal absorbs the enemy abilities and the other returns them. Prism Beam can be used in combination with the portal.

Duration: 3 seconds

Cost: 80 Mana

Cooldown: 20 seconds

Upgrade on Level Up: Decreases cooldown by 2 seconds

E - Well of Death:

The Architect places a pool on the ground dealing damage to enemies and lowering their armor and magic resist over time.

Total Damage over Time: 60/80/100/120

Ability Power Scaling: 60%

Maximum armor and magic resist removed: 30%
Duration: 2 seconds
Cost: 90/100/110/120 Mana
Cooldown: 12 seconds
Upgrade on Level Up: Increases damage by 20/30/40/50

R - Architect's Masterpiece (Ultimate):

The Architect creates a portal for his allies to travel through (one person at the time).
Duration:
Cost: 100 Mana
Cooldown: 120 seconds
Upgrade on Level Up: 1 additional casts per use(within the duration of the ability, with the cooldown of 3 seconds between the casts)

Potential nerfs:

1. Lower the number of portals
2. Values on the passive
3. % of damage from spells that go through portals
4. Remove the armor and magic resist reduction from Well of Death

Stats:

Base Health: 550-600 (similar to Lux, Veigar) - This value provides a moderate health pool to give the Architect some durability in fights without making him too tanky.

Base Mana: 350-400 (similar to Orianna, Syndra) - This value allows for a reasonable mana pool to support the Architect's spellcasting abilities without excessive reliance on mana management.

Base Attack Damage: 55-60 (similar to Vel'Koz, Zoe) - This value reflects the Architect's focus on spellcasting rather than auto-attacks, providing a moderate but not overly strong base attack damage.

Base Attack Speed: 0.625 (similar to Lux, Xerath) - Since the Architect relies more on spellcasting, a standard base attack speed helps maintain balance and avoids making him too strong in dueling situations.

Base Armor: 25-30 (similar to Ziggs, Brand) - This value provides a moderate level of armor to give the Architect some base durability against physical damage.

Base Magic Resist: 30-35 (similar to Syndra, Twisted Fate) - This value gives the Architect a reasonable amount of magic resistance to mitigate incoming magic damage.

Base Movement Speed: 335 (similar to Xerath, Morgana) - A base movement speed of 335 is a standard value that allows the Architect to move around the map effectively.

Health Scaling: +85-95 per level (maximum: +1,780-1,710) - This scaling allows the Architect's health pool to grow steadily over the course of the game, providing increased

survivability in the late game without making him too tanky in the early stages.

Mana Scaling: +45-55 per level (maximum: +810-990) - This scaling ensures that the Architect's mana pool increases gradually as he levels up, allowing for sustained spellcasting and reducing the risk of running out of mana too quickly.

Attack Damage Scaling: +3-4 per level (maximum: +57-68) - This scaling gives a modest increase in attack damage as the Architect levels up, reflecting his focus on spellcasting rather than auto-attacks.

Ability Power Scaling: +0.6-0.7 per level (maximum: +10.8-12.6) - As a mage, the Architect's abilities benefit from ability power, and this scaling allows his damage output to increase over the course of the game.

Armor Scaling: +3-4 per level (maximum: +57-68) - This scaling provides a gradual increase in armor, helping the Architect withstand physical damage threats as the game progresses.

Magic Resist Scaling: +0.9-1.1 per level (maximum: +16.2-19.8) - This scaling ensures that the Architect's magic resistance increases over time, allowing him to better mitigate incoming magic damage.

Narrative

With the shroud of mystery around Noxus with Mordekaiser, the cult of Black Rose and the stagnation of the events in this region ever since Swain overtook the throne, there is a lot of potential to set things in motion. Introducing a champion that is tied to the conception of Noxus, connected to the Black Rose and in a political war with the tyrant would certainly be a way to shake things up in this region.

The goal was to create opposition to Swain and get a small insight into the inner workings of the Noxus system and the Black Rose.

Keynotes

- Architect as a title rather than a person
- Raised within the Black Rose to become the Architect
- Every secret of Noxus was handed down to him by the long history of Architect
- Extremely competent and intelligent
- Micromanager
- Devoted to LeBlanc and the Black Rose
- Aware that he is being manipulated and lied to and believes it to be necessary for the greater good of the Black Rose and Noxus

Bio

As Sahn-Uzal gathered the barbaric tribes and built Noxus, from the very first stones in the foundation, the Architect was consulted and in charge of building the city and war camps, as well as devising invasion routes. The first of the famous Noxian warmasons and their leader from the first days of what is now Noxus until today.

Short story

One day, as these young bullies circled, plotting a cruel prank, they were met with an unexpected revelation. A certain boy, taking revenge on his peers, displayed masterful craftiness. With a sly grin, he spun a tale of a hidden treasure buried deep beneath the school. He regaled them with stories of arcane mysteries, drawing them into a web of his own making. Searching for hours to no avail, the boys realized they had been fooled.

Little Gideon's strategic thinking left the bullies baffled and bewildered. In the end, they slunk away in defeat, their tails between their legs.

Little did he know, his victory had an unintended consequence. Those who had once sought to torment him now found themselves inexplicably drawn to him. They began to shadow his every move, following his trail with the hope of uncovering some hidden flaw or secret that they could use against him. Their curiosity led them into a labyrinth of intrigue.

The boy's mysterious comings and goings, his unexplained absences, and secret forays into the forbidden hemomancy laboratories became an irresistible enigma for his newfound followers. They became embroiled in a mystery of their own making.

One fateful day, Gideon ventured deep into the heart of the hemomancy chambers, unaware that he was being shadowed. His followers, wrapped in a shroud of secrecy, watched from the shadows as he explored the forbidden knowledge hidden within. Their presence did not go unnoticed by the teaching staff. They were caught in the act, the boy's secretive entourage, tangled in the web of their own curiosity. Panic seized them, and in their desperation, they attempted to shift the blame onto the unsuspecting boy.

It was in that moment, as they faced the consequences of their actions, that a mysterious figure entered the scene. A hooded woman with an aura of enigma, she engaged in a hushed conversation with one of the instructors. Though the boy strained his ears, he could not hear their words clearly. But one phrase emerged like a phantom from the shadows. "He is special" are the words he could overhear loud and clear.

As the hooded woman departed, her piercing eyes met Gideon's gaze, and in that fleeting connection, her voice entered his mind without a word spoken aloud. Her presence was a whisper in his thoughts, "Fear not."

Relationships to other champions:

Leblanc:

Idolizes her and sees her as a protector while fearing her and knowing he can't trust

her.

Swain: Rivalry - similar relationship to L and Light from Death Note.

The Architect plays manipulative political games in order to contain and try to destroy Swain. Considering Swain's demon knows everything, the Architect plays the game with all cards on the table making it a stalemate most of the time. Though the Architect tried to kill Swain in the Ionian invasion, they have compassion for each other as they both see each other as prisoners.

Vladimir: Distrust, childhood trauma evoking experience, taught not to engage with him.

Darius:

Darius threatens to kill the Architect who considers him a lower brainless brute, a puppet of Swain. Knows to be careful of him though.

Elise:

Understands her use in the artifact acquisition from her trips to the shadow isles, secretly has a slight fear of her as he sees himself in her victims if he was to make a mistake and they decide to dispose of him.

Draven:

Admires Draven's skill as he's a fan of the colosseum, considers it a shame Draven can't be of use to him. Draven doesn't know who he is.

Araki sheet

Names/Nicknames/titles: the Architect

Age: 50s or 60s

Birthplace: Noble house of Noxus

Height: 6'1/6'2

Weight: ~80 kg

Eyesight/Color Blindness/Glasses: some form of spyglass on the belt

Handness: left handed

Type of voice: old man voice, but lighter, not deep, but not like high pitch. Normal old male voice.

Other physical characteristics:

Upright posture, smug head up high, looks downwards on people

Race - Noxii

Religion - Atheist, but understands the importance of the presence of religion at least in some sense, hence the large wolf statues etc...

Education: homeschooled till 7(or 8/9) then black warmason school

forming experience as a young child: Given to the organization by his parents(decaying noble family, wanted to give him a chance at a better life or save themselves as they didn't have much else to offer to the Black Rose

Sexual history/lovers/thoughts about love/marriage: none - completely devoted to the organization and its goals, has a suppressed need for family

People that the subject admires/hates:

- Admires and idolizes LeBlanc,
- Has some weird respect for Swain,
- Fears Elise,
- Antagonistic towards Darius,
- Likes Draven as an athlete

Dreams for the future:

- Hopes to subdue the entirety of Runeterra under the influence of the Black Rose
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Secretly wishes to be truly recognized by LeBlanc, even though he knows her true nature is unknowable, hence he battles this need within.

Fears:

- Failing the Black Rose(as he knows what happens to those who become useless),
- Spiders because of Elise

Family relationships:

- Was allowed to restore his house to glory, but had lost communication with his parents at the time of leaving the house to join the Black Rose school. He didn't want to risk losing his devotion to the cause by softening by coming back into his parents home even if he was to be allowed.

Pets/plants: none

Personality:

Cold, collected, but defensive, especially when someone challenges his intellect or "political" alignment

Doesn't express his emotions, manipulative, prideful, paranoid, but hides it

Habits: Checking plans multiple times, checking every detail whatever he is doing

Hobbies: watching gladiators is his guilty pleasure

Art



Armor pieces matched from the game's existing Noxus armor as that is usually the case with most Noxus champions, while still being able to achieve the personalized look and feel.

Visual reference:



(AI generated example only in order to try and catch the basic visual personality traits)