

Saturday
Streams

6 PM PST

Deconstruction

Clemens Feth

[December 2022]

Deconstruction of the PC-
Game League of Legends



3. Player Types: What kind of player type does it attract and why? Again, don't be superficial often games are a combination of two or more.

4. MDA Analysis: Now start your MDA analysis:

4.1. What are the core game mechanics? Are there more than one? Does the difficulty increase throughout the game? If yes how?

4.2. Is there a storyline or how are you activated to play the game? Have you been made curious (such as it is often the case in adventure/explorer type of games)? Or have you been challenged e.g. with a high score list (such as it is often the case in achiever type of games)?

4.3. Now look into the game aesthetics, remember aesthetics are more than just the game art, you should ask yourself "how does the game feel like?" and then find out how the game achieved that feeling, is it maybe the sound in combination with the environment, or is it maybe a clever direct manipulation interaction? Or maybe the cut scenes?

5. Interaction Design (What input and output options of the device are used - how does the player manipulate the world?)

6. Rules of Play (winning or losing conditions, achievements etc.)

7. HUD and other in game instruction, communication or reporting of scores etc. 8. Monetization Strategy: How does the Publisher/Developer earn money with the game



League of Legends



1. Genre
2. How the Micro game works (Mechanics)
3. How the Macro game works (Strategic)
4. Player Types
5. Storyline and Ranking System
6. game aesthetics,
7. Monetization Strategy
9. Three famous Players
10. Three legendary Matches (30 minutes youtube Video)

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1. Genre

"[The] [multiplayer] online battle arena (MOBA)[a] is a subgenre of strategy video games in which two teams of players compete against each other on a predefined battlefield. Each player controls a single character with a set of distinctive [spells] that improve over the course of a game and which contribute to the team's overall strategy.[1] The typical ultimate objective is for each team to destroy their opponents' main structure, located at the opposite corner of the battlefield."

Lets see if that is true for League of Legends!

https://en.wikipedia.org/wiki/Multiplayer_online_battle_arena

1. Genre

1. Multiplayer online

Yes

1. Battle Arena Style

Yes

1. two teams of players

Yes

It is definately true for League of Legends!

1. predefined battlefield

Yes

1. Each player controls a single character

Yes

1. Characters improve in their strength and kit if they gather gold and Exp.

Yes

1. team aim: destroy the opponents' main structure

Yes

1. Genre

DotA Allstars (Defense of the Ancients) was the First Multiplayer online battle Arena. It is a Fan Game made with the Editor of Warcraft 3. The creator "IceFrog" later was hired by the development Studio Valve to create DotA 2, which still is one of the most played Multiplayer battle Arena games played world wide and has the biggest prize pool in its World Championship of all games in this Genre. League of Legends adopted the genre and added its own Graphics style, gameplay dynamics and Characters.

https://en.wikipedia.org/wiki/Multiplayer_online_battle_arena

League of Legends



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2. How the Micro game works (Mechanics and Hud)

League of Legends Mechanics of a Single Player;

1. Perspective of View

2. What the player can do

3. What a player has to master to win in the micro game

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2. How the Micro game works (Mechanics and Hud)

League of Legends Mechanics of a Single Player;

The player has the bird's eye perspective. this picture shows a pro game#

1. Perspective of View



2. How the Micro game works (Mechanics and Hud)

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League of Legends Mechanics of a Single Player;

The player has the bird's eye perspective, this picture shows a normal game

1. Perspective of View



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2. How the Micro game works [Mechanics and Hud]

League of Legends Mechanics of a Single Player;

2. What the player can do

1. in the Draft Phase the player can ban a character (champion) he doesn't want to be available for picking for any player in this match;
2. The player can then pick his champion he wants to play;
3. In the Draft Phase the player can also chat with his teammates



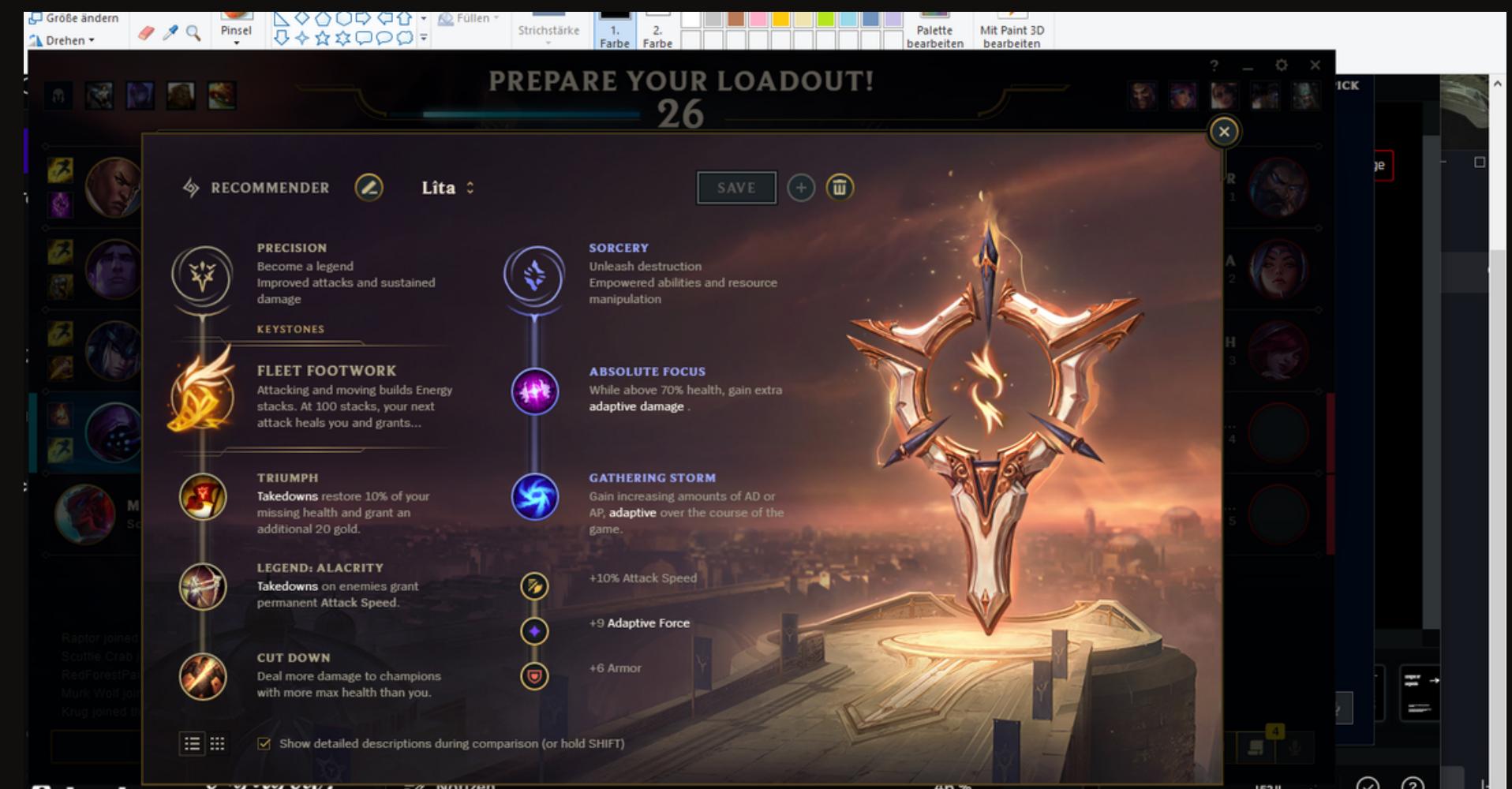
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2. How the Micro game works (Mechanics and Hud)

League of Legends Mechanics of a Single Player;

2. What the player can do

4. Last but not least, the player can set the runes for his Champion, which are a set of buffs that give for example damage and tankiness

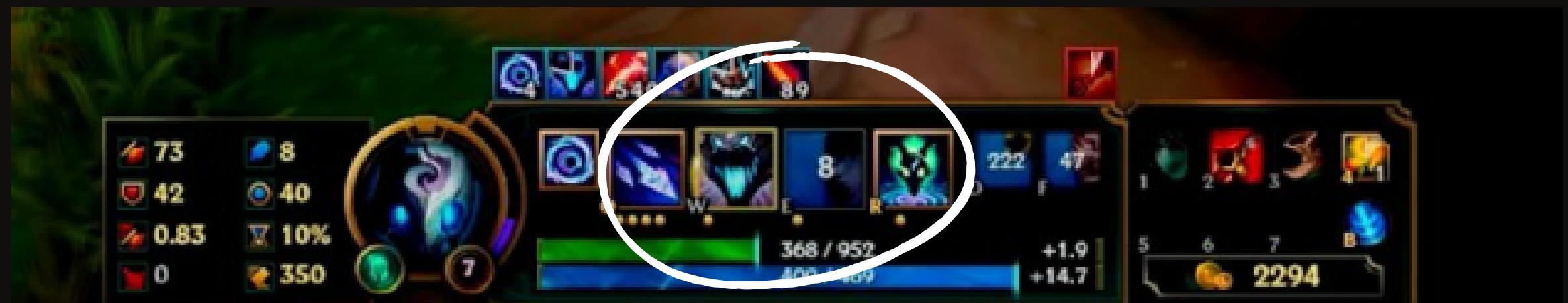


2. How the Micro game works [Mechanics and Hud]

League of Legends Mechanics of a Single Player;

2. What the player can do

5. Ingame the player can chat with his teammates and the enemy team.
6. The player can move his character with right clicking his mouse on a position.
7. The player can do the 4 spells, that are unique for the character he picked, with the hotkeys q, w, e and r
9. Hovering over the buttons with the mouse creates a small window with a text explanation of the spell, buff and item



2. How the Micro game works [Mechanics and Hud]

League of Legends Mechanics of a Single Player;

2. What the player can do

7. The player can do his "summoner spells" with the keys d and f. These spells can be the same for every champion, you can pick 2 out of 10 every game. (for example little healing and teleport (with roughly 3 to 6 minutes cooldown)



8. Each Champion has his unique passive too, which is displayed in front of the spell kit.



9. Above the spell kit the player can see his current buffs, also he can see his stats, gold and items.

2. How the Micro game works [Mechanics and Hud]

League of Legends Mechanics of a Single Player;

2. What the player can do

10. The player can attack enemy minions and Champions with auto attacks and spells
11. The player can also attack towers, monsters and has to gather gold to get big items and destroy the enemy main structure (Nexus)

13. There are different settings for aiming and hitting the spells, you can activate the setting that you do for example q and then click at a position with the left mouse. (Normal Cast)

But you can also activate the setting that you just hover a position and then click q and then instantly the spell gets fired to this position. The second way is usually for faster gameplay (also pro play) but needs the experience what is the range and width of the spell-- (Quick-Cast)



2. How the Micro game works (Mechanics and Hud)

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League of Legends Mechanics of a Single Player;

3. What a player has to master to win in the micro game

1. Last Hitting: If you are playing a lane (see 3. Macro) you have to last hit the minions that spawn out of the enemy nexus, to gather the gold that they drop when they die

Information: in contrast to Dota, you cannot last hit your own minions. This was a strategy in DotA to deny gold for the enemy, but to make the game easier for starters League of Legends creators didn't implement it.

2. The right timing for a lot of things: There can be a right timing for pushing your lane (killing the enemy minions fast), there can be a right timing for attacking certain enemy players, to swap the lane, to walk to a certain point, to help teammates.

This right timing is important in the micro gameplay (farm minions and fight enemies) plus in the macro gameplay (see Chapter 3 - strategic decision making) and comes with playing a lot of the game and watching games of better players, to gather knowledge about the game and situations that can happen. That's good to compare to sports like tennis and soccer that's why the name Esports is so fitting for these kind of games#

2. How the Micro game works (Mechanics and Hud)

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League of Legends Mechanics of a Single Player;

3. What a player has to master to win in the micro game

3. Positioning in Lane:

Watching the Micro game the positioning is very important. The mastering of this comes, like we saw with the timing too, with knowledge. It is also very connected to the timing, cause these two factors are important. Time and space. To which position do I go at what time?

When I am on my lane, I got to farm minions for gold, but the enemy champion(s) can bully me and attack me. Then the question is, when do I step near the minions and the enemy, when do I attack either the minions or the enemy champion(s), and for how long,

Sweet Spot: in many situations in laning phase there can be a so called "sweet spot", where it can be considered to be the perfect place to have a center. Out of that sweet spot I can go forward and back to it. But as the "wave state" (the position and number) of the minions keeps changing, also the sweet spot(s) change(s) with time.

2. How the Micro game works (Mechanics and Hud)

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League of Legends Mechanics of a Single Player;

3. What a player has to master to win in the micro game

4. Positioning in Team Fights:

Again, when it comes to teamfights, the positioning plays a crucial role. There never is only one good solution to win a team fight, there are many possible ways.

So as a tank, I can either make the decision, to stay with my not-tanky damage dealers, to defend them when they get attacked.

Also, I can make the decision to leave my damage dealers for themselves and instead attack the enemy damage dealers (that are mostly positioned in the "backline") directly.

Playing with different strategies and doing something that breaks patterns can be extremely good here, as when it comes to warfare, surprising the enemy with new decisions they dont expect can be the key to Victory. (see also the book "the Art of War" by Chinese military strategist Sun Tzu#)

League of Legends



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3. How the Macro Game Works [Strategic]

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League of Legends Tactics and How to
win as a team;

1. Lanes and
Roles

2. Win
Conditions

3. Different
Strategies

3. How the Macro Game Works [Strategic]

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League of Legends Tactics and How to
win as a team;

1. Lanes and Roles

Over the course of the years of League of Legends general and professional Gaming the community develops the meta, which can change each year (each season) and even during a season.

The meta defines the current common sense and opinion of the majority of the Community, on the topic which is the strongest strategy a team can implement in order to win a game.

The Strategy defines decisions of the team, e.g. which champions you will pick and ban, to which area of the Map you are sending each player and which Calls ("Warfare decisions") you will make during the game.

This however doesn't mean that each team HAS TO play in the boundaries of that meta. If a team decides to go for another strategy that process is called "breaking the meta".

- Zitiert Clemens Feth, 2022 (Game Analysis) (Ich spiele das schon sehr lang und könnte Bücher darüber schreiben "-"

- Example:
- Professional Team that used a weird strategy, cause they didn't think they can beat the other team at an individual Level
 - <https://www.youtube.com/watch?v=IPkudOh6bfs>

3. How the Macro Game Works [Strategic]

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League of Legends Tactics and How to
win as a team;

1. Lanes and Roles

In the course of this Analysis, I will present the current Meta, the Winning Conditions and some examples for Strategic decisions you can go for.

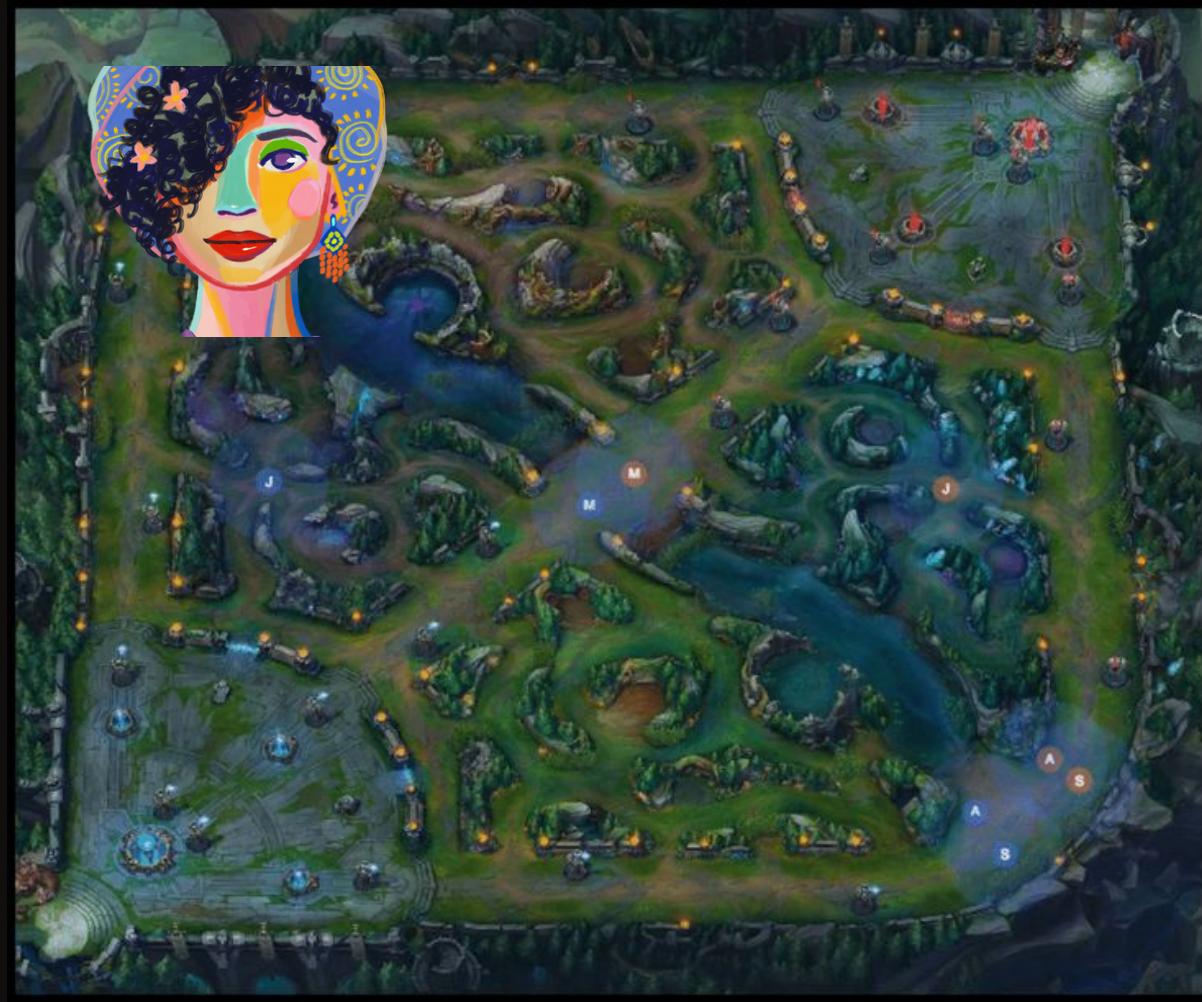
To cover different Metas in the history of the Game, I'd maybe really have to write a book but it seems pretty fun to do.

1. Lanes and Roles

Top Laner

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- He farms the minions at the Top Lane (1 versus 1 Lane)
- The Top Lane tends to be an "island" with no connection to the rest of the map and teams
- Good Top Laners will still find ways to join their teams for the "objectives" (Towers, Dragons, ..)
- In the current Meta the most players like to pick Tanks and Warriors in the Top Lane



1.Lanes and Roles

Mid Laner

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- He farms the minions at the Mid Lane (1vs1)
- The Mid Lane marks the Middle of the Map and is connected to all other roles very closely
- Good Mid Laners will always keep an eye on their Jungler and help him if he gets attacked
- In the current Meta the most players like to pick Mages and Assassins here



1. Lanes and Roles

Bot Lane Carry

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- Farms the minions at the Bottom Lane (2vs2)
- The Bot Lane has 4 players and is therefore a bit more important than all other Lanes.
- In this Lane the synergy between the two players in each team is important
- In the current Meta the most players like to pick Snipers here



1. Lanes and Roles

Bot Lane Support

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- He doesn't take farm at all, has to help the Carry to survive
- He can "poke" the 2 enemy players, it means to stress and attack them, so they cannot farm well
- A good support will also place wards and roam around the map sometimes
- In the current Meta the most players like to pick healing Mages and Tanks here



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General Carry and Support = Jungler

1. Lanes and Roles

- Starts the game with farming the Camps in the Jungle
- Should help his teammates in the "right" situation
- Has to react to the actions of the enemy jungler and team
- Roams around the map and gathers "objectives" (Towers, Dragons, ..)



"Mädchen für alles"

2. Win Conditions

- ***Final aim: Destroy the enemy team's main base (Nexus)***
 - To reach the final Aim you got to act as a team in small steps (strategies)
 - Get more "objectives" (Farm, Towers, Dragons, ..) than the enemy team
 - Leads to: Your team has more gold than the enemy team
 - Leads to: Your team has stronger items and levels (stats) than the enemy team

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Strategy 1: Try to get the 2 Rift Heralds:

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3. Different Strategies

- The Rift Herald will spawn 2 times from minutes 10 to 20
- If you successfully gathered the Herald, you can destroy many towers fast with it
- ***Attention: The enemy team can react to that and try to win a Team fight to stop you and the Herald***



Strategy 2: Babysit one of the Laners

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3. Different Strategies

- If your team has the feeling, one of your players is the best, you can babysit him, so he gets more gold
- Example Bot Lane: The Mid Laner and the Jungler will leave their lane to attack the Enemy Carry and Support many times
- ***Attention: The enemy team can react to that and try to counter attack in the "right" situation***

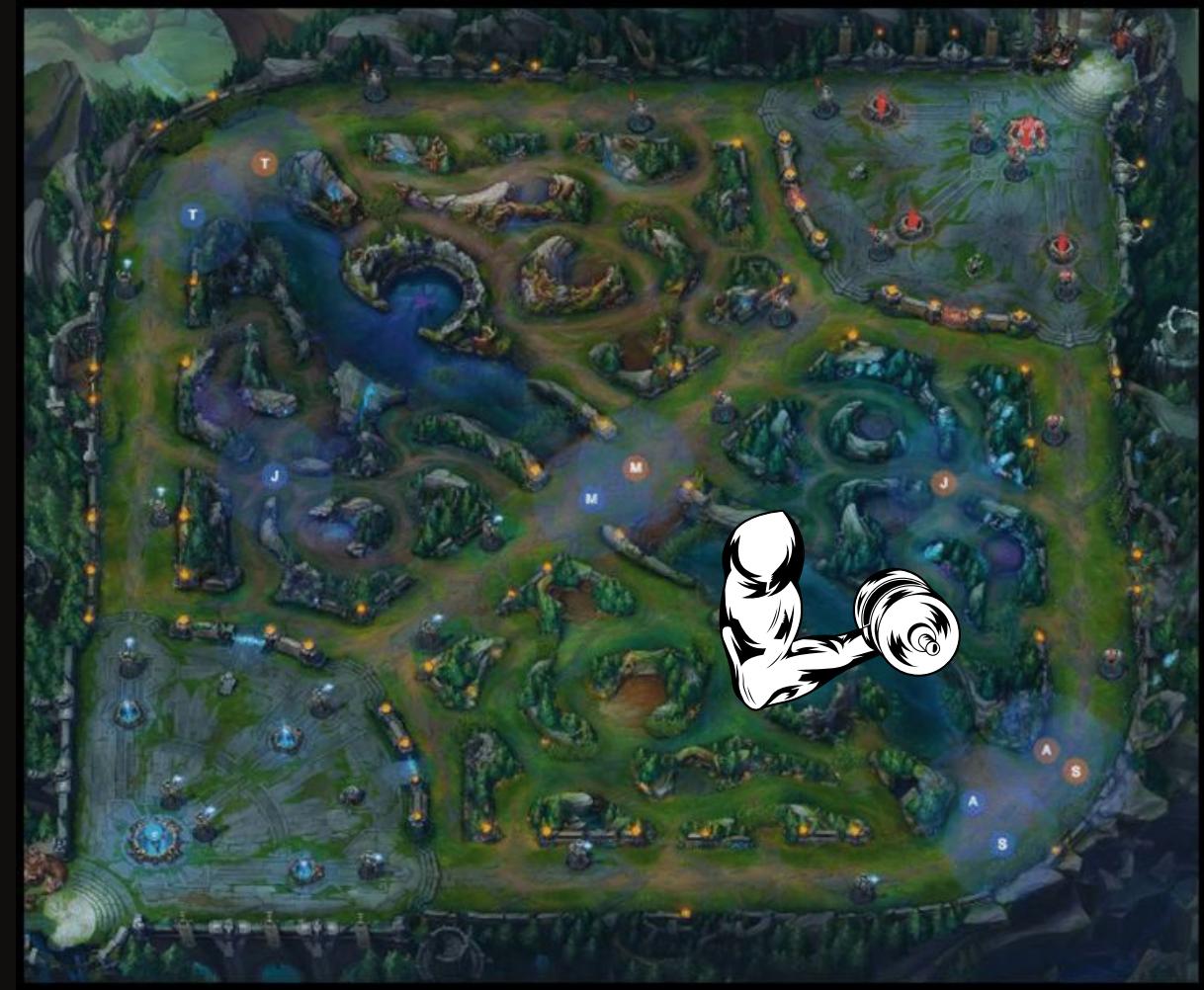


Strategy 3: Get many Drakes

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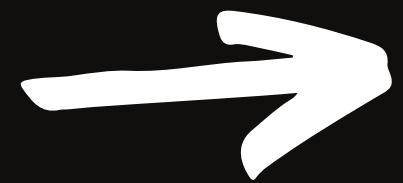
3. Different Strategies

- At the opposite site of the Rift Herald, there is the Dragon
- There are 5 kinds of Dragons, which give different buffs to the team
- The Dragon will spawn every 5 minutes, so you can make the buff stronger if you kill many Dragons
- ***Attention 1: The enemy team can react to that and try to counter attack in the "right" situation***



- ***Attention 2: The Enemy Team could instead go for the Rift Herald and win the Game fast***

League of Legends



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4

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4. Player Types

Lets take a look at the most used player types

1. Explorer: wants to see and feel a new world.
2. Fighter: wants to have action and fight against other players and NPCs
3. Achiever: wants to gather achievements in some kind of leveling or gathering systems.
4. Socializer: has fun in making new contacts, talk to his friends in digital games

4. Player Types

League of Legends in percentages satisfying these player types

1. Explorer: wants to see and feel a new world.



3% --- The same little maps + chars forever;

2. Fighter: wants to have action and fight against other players and NPCs



3000% - Thats the main thing in the game

3. Achiever: wants to gather achievements in some kind of leveling or gathering systems.



1300% - Definately big too ---ranking, skins

4. Socializer: has fun in making new contacts, talk to his friends in digital games



33% --- you can play with friends and find a team, but the community can be very toxic;

League of Legends



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5. Storyline and Ranking System

What's the storyline or how are you activated to play the game? Have you been made curious (such as it is often the case in adventure/explorer type of games)? Or have you been challenged e.g. with a high score list (such as it is often the case in achiever type of games)?

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5.1 Storyline

In my opinion at least 93% of the players aren't really interested in the story, cause the Fighting and Achieving Aspects of the game are so dominating, but every Champion has its own story and there are Fractions and Nations (for example Demacia) inside Runeterra (Thats how the world in League of Legends is called)

Riot is currently developing a MMORG for its Runeterra World, so maybe there will be a chance to make people experience the story.

5.2 Ranking System

In big contrast to the story, the Ranking System plays a very big part in the motivation of the players, to stay playing the game.

It is a traditional ranking ladder like in soccer Leagues (the names and style is fantasy like), where you have the divisions Iron, Bronze, Gold, Platinum, Diamond.

Then you have the even higher Divisions Master, Grandmaster and Challenger.

Ranks & Queues
OVERVIEW

Climb the ranks in Solo/Duo and Flex queues to test your skill and earn rewards!

TIERS

Iron > Bronze > Silver > Gold > Platinum

Diamond > Master > Grandmaster > Challenger

SOLO/DUO QUEUE

DUO RESTRICTIONS

	Iron	Bronze	Silver	Gold	Platinum	Diamond	Master	Grandmaster	Challenger			
Iron	✓	✓	✓	✓	✓	X	X	X				
Bronze		✓	✓	✓	✓	X	X	X				
Silver			✓	✓	✓	X	X	X				
Gold				✓	✓	X	X	X				
Platinum					✓	X	X	X				
Diamond						X	X	X				
Master						X	X	X				
Grandmaster						X	X	X				
Challenger						X	X	X				
										+2 DIV		
										-2 DIV	+2 DIV	

SOLO ONLY

FLEX QUEUE

FLEX RESTRICTIONS

Must be or higher to queue with

5.2 Ranking System

When you join a ranked game and win it you gather "League Points", if you lose you lose them.

How much you lose or win for each match, depends on your so called MMR. The algorithms for the MMR are not known, but if your MMR is big, it means you get more League Points for winning a match, than you lose for losing a match. So the result is, the system says something like: "Hey you are too good for your current League (for example Gold) so you should climb the ladder. The MMR is also called your "Hidden Elo" meaning your "real Skill Level".

There are thousands of memes and funny videos of people raging about the system as they do not climb the ladder and feel stuck in the so called "Elo Hell", and also thousands of coaching videos about how to play and behave to get a better winning rate.

The best example for a raging player is Tyler 1 <https://www.youtube.com/watch?v=ipVRIWkE2k4>

League of Legends



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League of Legends



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7. Monetization Strategy

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League of Legends has been free to play from the start.

Also it never has implemented a pay to win system.

Instead, The Studio Riot makes money with 3 things:

1.Skins for Champions and different things like wards;

2.Advertisements at TV-Broadcasting for Pro Gaming Tournaments;

3. Team Fees for the Pro Gaming Leagues;

League of Legends

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1. Faker

Most Successful Player:

- He won 3 World Championships in 2013, 2015, 2016
- Always played for the Team "SK Telekom T1", which nowadays is only called "T1"

Role: Mid Laner

- Main Champions: Zed, Ryze, Ahri, Twisted Fate, Azir, Ekko, Zoe, Galio, LeBlanc, Yasuo

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Real Name and Nation

- South Korean
- Lee Sang-hyeok (이상혁)

TEAM



T1



2. Ambition

Teams he played in

- Joined the Team Samsung Galaxy on November 30, 2015
- Is still a streamer in the Team Gen G

Role: Jungler

- Favorite Champions: Lee Sin, Kha'Zix, Sejuani

Biggest Success

- Was World Champion with the Team Samsung Galaxy in the year 2017

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TEAM



SAMSUNG GALAXY

Real Name and Nation

- South Korean
- Kang Chan-yong (강찬용)



3. Rekkles

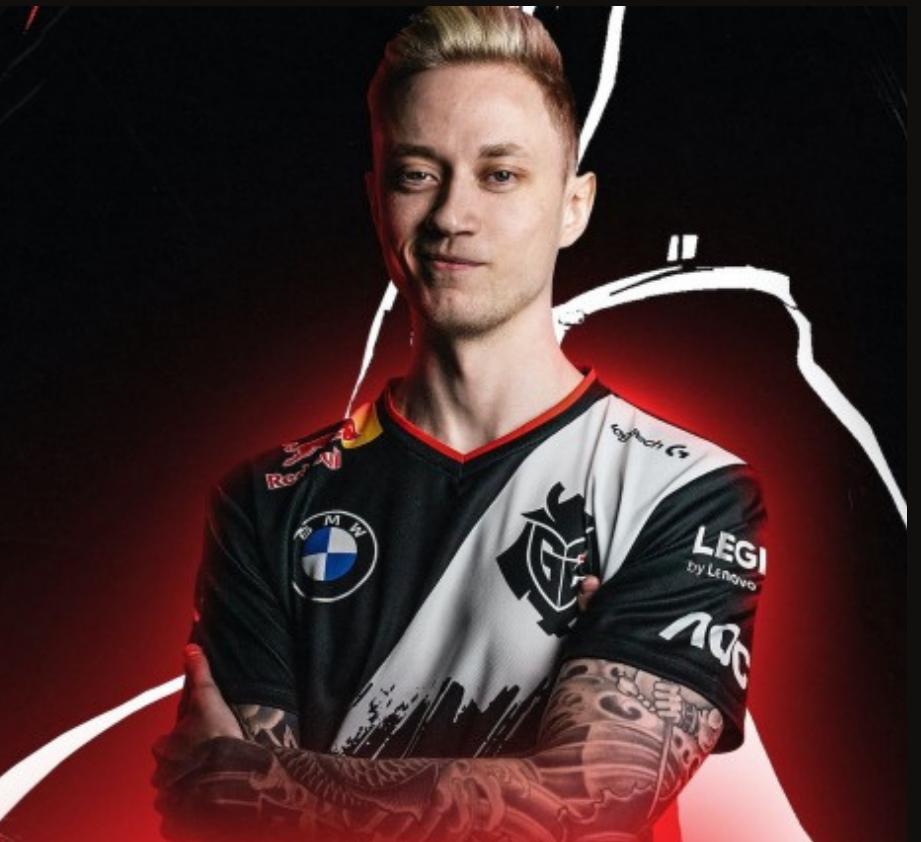
Main Team

- Started playing in the Team Fnatic in November 2012

Biggest Success

- Was in the World Championship Finals in the year 2018
- Won The European Championship (LEC) 4 times in the years 2015, 2017, 2018 and 2019

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TEAM



FNATIC

Real Name and Nation

- Carl Martin Erik Larsson
- Sweden



League of Legends

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10. Three Legendary Matches in Pro Gaming

<https://youtu.be/cPm9mq5gZbw?t=243>

These games are showing "Comebacks" in Pro Gaming. This means, that one team has almost won the game. But then the other team manages to defend so long, until they can come back and still win in the end-

Font

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Horta

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Rajdhani Medium

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Font Hierarchy

TOXIFERATE GAMING

Holiday collection

We're releasing new merch! Hoodies, sweaters, and shirts for the holidays. Visit the online store.

COMPANY NAME HERE

Product Name

Write details here, such as product specifications, price, event duration, and promotions.

Type Application

New Toxiferate holiday hoodies

Write a Brand Statement

Saturday Streams

6 PM PST

Contact Information

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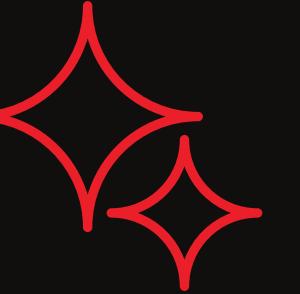


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Resource Page

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B for blur

C for confetti

D for a drumroll

M for mic drop

O for bubbles

Q for quiet

U for unveil

Any number from 0-9
for a timer

Resource Page

Presenting live not your thing? No worries! Record your Canva Presentation your audience can watch at their own pace.

Don't forget to delete this page before presenting.

Click the Share button on the top right corner of your screen and select 'Present and Record.'

Click 'Go to recording studio,' where you can choose the video and audio source for your video presentation.

Feel free to choose the 'No camera' option and record your voice only.

Start recording, and press pause in between takes if you have to.

Once you're done, download your Canva Presentation in MP4 file format or get a link to your Talking Presentation and share it with others.

You can also record a video inside the editor! Go to 'Uploads' and click on 'Record yourself'.