### **Pitchboard**

### League Randomizer

League Randomizer creates a new way to play the ever-growing popular video game League of Legends by randomizing what character the player must play as in their next match.

League randomizer takes the game with millions of online players and adds a new twist: character randomization. This adds a new dimension to the game in many ways. By randomizing the character, it will help players learn to play champions they may not be familiar with and improve their overall skill in the game. Another feature of the product is that you are able to sort by position. This means that if a player wants to improve in one position in the game, they can choose to randomize characters that are often played in that position. It can also implement an added challenge for long time players that want to stay on their toes.

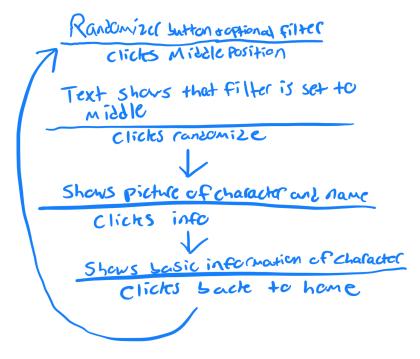
#### Personas

- 1. An experienced player looking for a new challenge
- 2. A player that loves the game but is indecisive because of how many characters there are
- 3. A new player that doesn't know where or how to start playing

### **Comps**

- 1. elo.rip
- 2. rollthedice.online
- 3. roguepanther.github.io/leaguerandomizer/

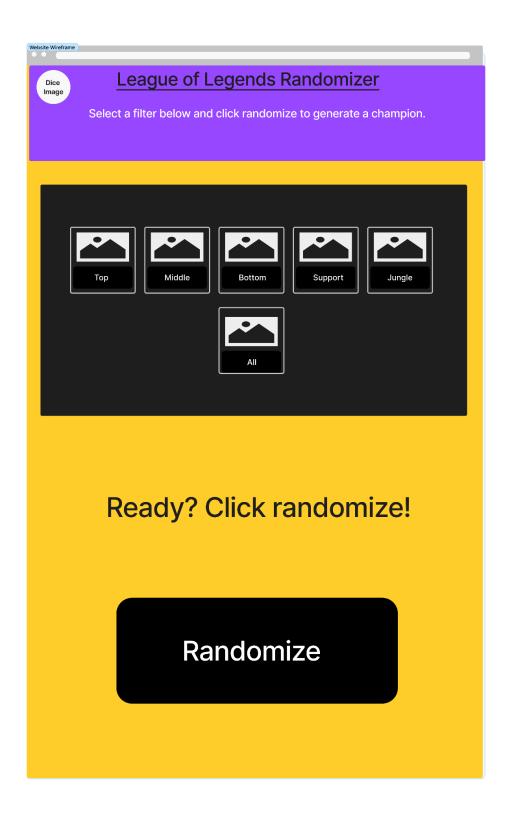
### **Shorthand Flow**



Notes on shorthand flow:

The "home" screen will consist of a number of buttons that the user can select to change what list of characters the randomizer will select from as well as the randomize button itself. By clicking randomize, the user will be taken to a separate screen detailing the character selected

## **Wireframe**



# **Comp**

