Technical Proposal Rough Draft

Introduction

Playing games has been a long-enjoyed pass-time, whether it was a board game classic such as Sorry or Monopoly, or the more recent innovation of Virtual Reality gaming. Research has also been performed to display the restorative effects of these games. Video games have been shown to improve cognitive functioning and reaction time. One of the more recent games to appear is League of Legends (or just League), a MOBA (or Multiplayer Online Battle Arena) game that has burgeoned a new age of competitive eSports. Whether you play games for fun, to keep your mind sharp, or you are looking to go Pro, League is a great place to begin.

However, League is a game with a large amount of depth and numerous underlying mechanics. It can be daunting to play your first match of ranked or draft with no prior experience. Additionally, you can become dis-inclined to play or even drop the game permanently if you can’t play it or you don’t do well. A player may become even more averse to playing when they try to learn but can’t find the resources they need. League is a very rewarding game if you learn to play it. Learning can be hard though, since all the learning materials and guides are spread across the internet, it can be a herculean task to track the right sources down on your own. Lastly, with such a massive pool of champions to play, it can be hard to choose who to play. This guide can help you learn how to navigate, how to use keyboard shortcuts, and learn some of the technical aspects of the game. This guide can also help you learn what each type of champion can do and how to play each of the roles in the game.

**Purpose**

The main purpose of this beginner’s guide to League is to provide a comprehensive guide that players can reference to not only begin playing League but also to hone skills that will improve their gameplay and help them become a better player. Additionally, it can be hard to learn when all the information you need to know is spread across the internet, a large and at times daunting thing. This can help people who enjoy a competitive spirit to find a continuing challenge in combating other players in the virtual realm. Players can also play the game and use this guide in order to sharpen their mental acuity and ability to juggle tasks. In accomplishing this task, I hope to foster the potential for a fun and engaging experience in playing League.

**Topics to Explore**

While readily familiar with the game, I aim to reinforce my knowledge and spread understanding of the game’s basics and more high-level knowledge. I intend to study videos posted by high-level players and reference guides developed by players of the same level. Interviews will be performed with new and experienced players to reference the usability and applicability of the guide. I will also attempt to e-mail and message challenger level players and get their feedback. I will also reference the game itself and the League wiki for information regarding certain aspects of the game. Topics to be covered include controls, keyboard shortcuts, champion types, positions, minions, objectives. These are the basic ideas, from here more advanced content will be explored such as, micro-gameplay, macro-gameplay, wave-management, itemization, matchups, and runes.

While many of the higher-level concepts and basic level concepts will be covered. I will not be covering most of the client’s feature, such as the messaging system, TFT, Clash, Loot, Match History, Clubs, Highlight, Stats, or Special events like Nexus Blitz or One for All. Additionally, with over 100 champions I will not be covering many of them, maybe two or three at most. Settings will be explored to a minor extent to familiarize you with the look and help you set some helpful settings that will aid your gameplay.

**Audience**

My primary audience for this manual is current players of League. I aim to reach players who wish to improve their current skill-level and discover new ways to play the game. My secondary audience will be people want to start playing videogames and people who want to start playing League, for them this manual will offer a basis to start playing and help them pick what position and champion they want to play. My initial audience will be the professor of my course (Prof. Keller) and the test subjects who will use a rough draft of my manual and evaluate its clarity.

**Methods and Procedure**

During the first two stages, I will be taking screenshots of the game to help users understand what they are seeing when they play League. This will mostly be images of icons that change and appear, as well as the map of summoner’s rift and pictures of objectives and minions.

My first stage will be to outline the information that I would like to cover. From there I will begin coalescing the information that League provides in the tutorial level. This will require me to spend 20 to 30 minutes going through the tutorial slowly and recording steps and information the player receives. After which, I will create steps to access the rune pages, join a queue, and buy champions. I will then record the basic controls that aren’t mentioned in the tutorial and describe how to access settings; however, I will not explore settings in-depth here.

The next stage will be to start getting information to cover the major gameplay concepts such as runes, wave management, roles, champion types, micro-gameplay and macro-gameplay. This will require considerable time spent reviewing Pro player videos and guides as well as interviews with high-level players. I will first describe the basic idea and the purpose for playing using this concept. As an example, Wave Management involves controlling the waves of minions that meet in each lane. Controlling wave management can keep you safe from “ganks” (which are ambushes) and deny your enemy lane-mate gold and experience, it can also be important for being able to help your jungler when they move to take objectives.

After the second stage, I will move onto the third where I will begin putting all the information into a technical format. I will be incorporating screen shots taken in previous stages in each section of the manual. The manual will be reviewed by other players for clarity and consistency during this stage. I will attempt to structure the information in a manner that leads the user from the main menu of the game into the game. From there it will try to go from the general to the specifics of the game.

The final stage will involve testing and revising the manual. I will have new or uninitiated players review the document at first to test and make sure the manual has a strong consistency and timeline. I will also observe their gameplay to make sure they are absorbing the knowledge to some extent. After this stage I will have high-rank players review it and make sure that it aligns with their knowledge, however it is expected that different high-rank players will have different knowledge to some extent. This stage will take approximately two to three weeks since I will be continuously revising and scheduling appointments with players.

**Qualifications**

While only being a player for five months, in that time I have played over 300 matches for a total time played of 168 hours. While playing ranked I gained a first season rank of silver, the 3rd lowest rank level of 8. While most players typically end their first season in bronze or iron. The two lowest ranks. In addition, I have also received coaching from a Diamond level player (the 3rd highest rank), watched over 1000 hours of guide and coaching videos and have gained mastery rank 5 (of 7) with five separate champions. Lastly, my win rates for Top lane, Mid Lane, and Support are 58%, 54%, and 51% respectively.

This combined with the support of high-level players reviewing my work puts me in the position to provide a high-fidelity manual that will offer a strong introduction into League.

**Work Schedule**

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| **TASK** | **EST. TIME** | **DATE OF COMPLETION** |
| **Outline Manual** | **One Weeks** | **October 3** |
| **Gather Info, Tutorial and Pro Vids** | **Three Days** | **October 6** |
| **Write First Draft of Manual** | **Two Weeks** | **October 20** |
| **Test Draft/Set Appointment** | **Two Weeks** | **November 3** |
| **Pro Review of Draft** | **One Week** | **November 10** |
| **Revise Draft** | **One Week** | **November 17** |
| **Submit Manual** | **One day** | **November 18** |

**Budget**

There will be no significant costs related with this technical manual project. Most of the videos that I will be pulling information from are on YouTube, meaning they are free. Additionally, League is a free-to-play game with the only purchases being cosmetic and accessing content early. Most champions can be unlocked at some point or earned just through regularly playing the game. The main costs associated with this will lie in printing the manual and driving to meet users whom I intend to observe. The use of images that will require color can make printing a multi-page manual to some extent costly. However, printing two shouldn’t cost more than $30, in the case that both manuals get destroyed the total cost will be $60. Additional costs would be in travel, since I would like to watch my testers play League after purveying my manual, this may result in a total $20 cost for gas. The total cost to produce the manual will be $80 at most.

**Call to Action**

Gaming has quickly become one of the biggest attractions to arise in the entertainment industry. League alone has spawned the career of numerous entertainers and created jobs for pro-players in the form of coaching and streaming using the major platform Twitch. It has also been proven that videogames can reduce chance of Alzheimer’s and it can improve reaction time, among other things. It is also important to note that videogames provide a way to connect with others, people with immune deficiencies can still interact with people through videogames. As videogames arise as one of the most interactive form of entertainment, they bring a wealth of opportunities and benefits. Learning to play League can help you protect your mental youth, provide you with a form of work, connect you to people who may become your best friend. There is no reason for players to hit roadblocks and give up a potentially rewarding experience. By approving this manual, numerous players can be introduced to a game and reap the cognitive, social, and economic benefits of playing it.