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. In addition to the enjoyment a player may receive from playing games, research has shown that there are restorative effects on the brain to be had by players. One such game that has shown itself to be quite popular is League of Legends, players spread across the world.

However, League of Legends is a game that is deceptively involved. Additionally, it is competitive and offers a variety of ways to play the game.

Many players seek to improve and rise the ranks to become a Challenger player (some of the best players universally) but materials for learning are everywhere and difficult to sort through.

**Purpose**

The purpose of my technical manual is to help players who wish to begin playing league competitively or just for fun, do so with ease.

My manual will help players easily find information to learn how to play the game at a more advanced level. It will also help remove some of the “choice paralysis” from the sheer number of options there are for playing the game.

**Topics to Explore**

I will guide users through the beginning install and tutorial phase.

After this I will explain the basics regarding roles of the game, each phase of the game, and mechanics used at the Micro-game and Macro-game level.

There are three phases to the game, Laning (Beginning) phase, Mid-Game Phase, and Late Game. Player objectives and play styles should change with each phase.

Micro-game mechanics involve topics of trading, CSing, warding, mechanics, trading, and summoner spell selection.

Macro-game mechanics involve topics of split pushing, pings, objective sieges, and ganking.

**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**

Throughout the development of this manual, I will be gathering visual resources such as images and icons to help my viewers reference.

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.

The second 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.

It is in the third stage 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 revision and basic testing, 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 (which is also higher than average).

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.