

Overload Captain

The main issue brought up with the **Overload Captain** is that the teleport is “unfun”. I do believe that the teleport is an important part of the feel of the enemy, and that it is not intrinsically problematic. The Overload Minotaur also features frequent teleports, and I believe it is a well designed and interesting enemy. The distinguishing difference between the two is that the Minotaur has a **predictable** pattern that the player can learn and take advantage of. The Minotaur will attempt to close distance while teleporting at consistent intervals, allowing a player to time their shot to catch it off-guard. With the Overload Captain, the teleports are more erratic in both rate and direction, making this prediction harder or even impossible.

My proposed fix for this is to make the behaviour of the Captain more predictable. This could be achieved by implementing new behaviours that are **more consistent**, such as retreating through many short backwards hops or attacking with hops towards the currently aggroed player. In addition, a more clear visual indication of its destination would go a long way towards helping players combat these champions.



Concern: Teleportation is difficult to predict, resulting in a feeling of unfairness when Overload shots miss.

Proposal: More consistent and predictable behaviour, and potentially an overhaul of the visual indications of teleportation.