I have been playing League of Legends since season 2. This game allows a 5 players against 5 players or 3 to 3 combat, but the players can also determine the players in a matchup individually if they want. To win the game, the final goal is to destroy the Nexus of enemy team, but in order to achieve the goal, players need to kill their enemies and getting snowballed so that they have greater chance to win team fights.

One of the good thing about this game is that it allows player to be creative, because heroes can gain advantages from different items, and players can sometime think of many unusual items that a hero can buy and sometimes this works out, also the game allows many social interactions, because the player can type to each other and sometimes can laugh at others by using the built-in system. One bad thing about this game is that, the new heroes are usually over powered at the time they came out because I think the producer wants players to but their new character with money. But after a while they will get weaken.

The game allows different types of character. Because the top lane and jungler are usually for warrior or tank, the mid lane is usually for assassin or master, and the bottom lane is usually for ad carry with a support.

There are many social interactions I have seen while playing the game. For example, one time I was playing as Riven in top lane, which is a warrior that can do a lot of damage if you are good at this character, and a very fed warrior jungler Lee Sin came to gank for their top lane, but it turned out I killed both of them, after that I gave them a ‘nice try’ emoj and Lee started to harassing me by sending me messages through the chat block. So this is a kind of social interaction.

The community gave many ideas to the game developer telling them how the player wants in this game.