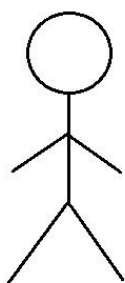


Dota2keeperofthelight.com

Dota2keeperofthelight will showcase the character Ezalor, Keeper of the Light from the video game Dota 2.

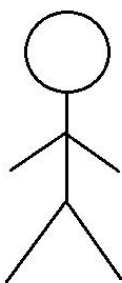
Keeper of the Light, often shorten to Kotl, is often played as a support. The website will list all his abilities as well as including a video of each spell in action. Each page will include a card that has links to third party sites of Kotl.

Personas



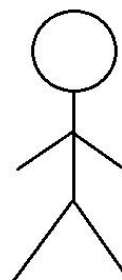
New Player

Brand new to the game, heard about Keeper of the Light. Focused on learning about the topic.



Casual Player

Have known about Kotl, but got curious how he really works. Focuses on becoming more familiar with the hero.



Hardcore Player

Knows the ins and outs of Kotl. Focused on seeing if there's new info about the hero. Also focused on seeing if this site is a good source for others.

Comp

Howdoisplay.com



DOTABUFF

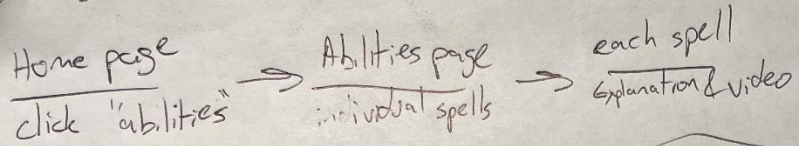
<OPENDOTA/>

Wireframe

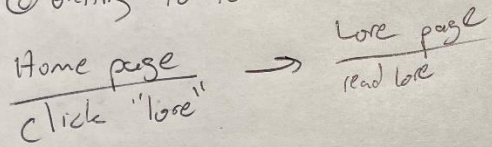


User flow

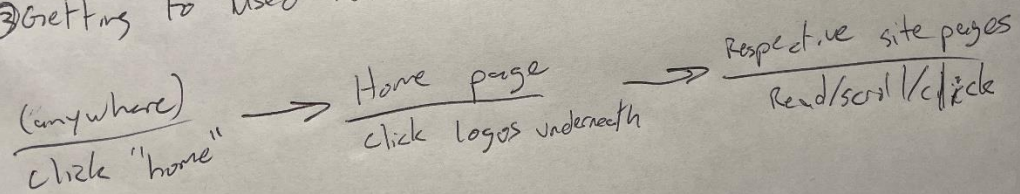
① Getting to abilities



② Getting to lore



③ Getting to Used references




Comp:

My website was inspired by the fandom wiki of the game, Dota 2. The wiki's format is very straight forward at relying information about abilities. There are detailed notes attached to every ability, and because it's a wiki the page gets updated very regularly. Each ability also mentions whether it goes thorough "spell immunity" (buff in the game) or triggers Linken's Sphere (item in the game). The only pitfall is a lack of video example of the ability. Overall, the wiki is an incredible source of information, for new users and veterans alike.

Abilities

Illuminate



Ability Target Point / Channeled	Affects Enemies	Damage Magical
--	--------------------	-------------------

Channels light energy, building power the longer it's channeled. Once released, a wave is sent forth that deals damage and gives vision in its path. The longer it is channeled, the more damage is dealt.

Cast Animation: 0.3+0

Cast Range: 1800

Travel Distance: 1550

Wave Radius: 375

Max Channel Time: 3

Max Damage: 200/300/400/500 (380/480/580/680)

13 100/125/150/175

Damage on enemies is blocked.

Modifiers

modifier_keeper_of_the_light_illuminate: Dispellable with death only.

Ezalor's hidden light reveals itself in marvelous fashion.

Notes:

- The wave travels at a speed of 900, taking 1.48 seconds to travel the full distance.
- With the travel distance and radius, it can hit units up to 1925 range away.
- The damage increases by 2.02/3.03/4.04/5.05 (3.84/4.85/5.86/6.87) for every 0.03 seconds, starting as the 0.3-second cast time begins.
 - This means it can deal a minimum of 20/30/40/51 (38/48/59/69) damage.
 - This also means that the maximum damage is reached after 2.7 seconds of channeling.
 - The damage increasing talent instantly upgrades the current instance, as well as already released waves.
- During the channeling, vision fields get created in a line in front of Ezalor.
 - The vision fields provide 375 range flying vision and last for 10.34 seconds each.
 - The first vision field spawns 150 range in front of Ezalor. The following ones spawn 150 range away from the previous vision fields.
 - The vision fields are spawned in 0.5-second intervals, starting 0.5 seconds after channeling start, resulting in up to 5 fields.
 - When the channeling is canceled, it stops spawning vision fields. This does not affect the travel distance of the wave.
 - When fully channeled, all vision fields together reach up to 1125 range away with their vision.

My website was also inspired by the home page of the game's developer, Valve. The home page looks very clean and the color palette matches beautifully. One of the strengths, which was a weakness of the wiki page, is that there is an example video for abilities. This allows users to have a visual and audio reference of the entire ability. However, the website is rarely updated. In the makings of this project (whose goal is to cover a single character), I noticed that some of the videos were outdated, probably around a year or so. I had thought about making my own recordings for this project, but the time frame (and my lack of equipment and expertise) did not allow me to do so.



DOTA 2

GAME ▾

HEROES

NEWS

ESPORTS

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LANGUAGE ▾

PLAY FOR FREE

KEEPER OF THE LIGHT 89

INTELLIGENCE

KEEPER OF THE LIGHT

PROVIDES INSTANT MANA TO ALLIES

Keeper of the Light is a helpful addition to any team. Manipulating the mana of both his allies and enemies, he effortlessly destroys lesser foes with waves of illumination, then enters his spirit form to gather his team to press the assault.

[Read Full History](#)

ATTACK TYPE

RANGED

COMPLEXITY



ABILITIES



ABILITY DETAILS:



ILLUMINATE

Channels light energy, building power the longer it's channeled. Once released, a wave is sent forth that deals damage and gives vision in its path. The longer it is channeled, the more damage is dealt.

ABILITY: Point Target

DAMAGE TYPE: Magical

PIERCES SPELL IMMUNITY: No

MAX DAMAGE: 200 / 300 / 400 / 500

MAX CHANNEL TIME: 3.0

WIDTH: 375

RANGE: 1550

13.0

100 / 125 / 150 / 175

Ezalor's hidden light reveals itself in marvelous fashion.

