In my game, I played the champion ‘Udyr’. He is played as a jungler. What this means is, Instead of going down into one of the 3 lanes provided, I stayed in-between them; continuously killing the monsters who spawn there. As a secondary role, the jungler does what is called ganking. This involves running to one of the 3 lanes and trying to catch the opposing player off guard, resulting in an unfair fight in your favor for a kill. On my team I an ‘Ahri’(Ranged Mobile Mage), an ‘Annie’(Ranged Burst Mage), a ‘Vayne’(Ranged Squishy Marksman), and a ‘Garen’(Melee Tank Executor). We were behind for a while, but we kept them out of our base long enough to catch up in gold. We then started splitting up and pushing separate lanes. In the video, you can see where the game turns in our favor heavily.

If I were to review LoL, my first criticism would be of the champions themselves. Since some champions are very basic (Nunu), and others are exceptionally complex (Zed) balancing issues can sometimes turn into permanent problems. When a champion with no real complexity in his skill set is too strong, it becomes unfair. And when a complex champion has little to no effect on a match, this also becomes unfair. Getting to a healthy medium can be impossible since the range of skill that the player base possess is massive. A champion dominating professional play may be extremely weak or un-played in the lower divisions. This basically creates a flavor of the month sort of situation where you see the same champions over and over again in your range of play. Riot has slowly started to realize this and is getting rid of some of the super basic champion abilities and re-working them. However, this is a very slow process.

The great thing about LoL though, is the gold system. Games like HotS have tried to re-invent the MOBA by using a shared XP layout. I for one do not like this system. It makes it almost impossible to win a game without queueing with a full team of friends. Instead of being able to catch up when behind on your own, or simply making as few mistakes as possible by yourself, everything that is done is shared. If you get a kill, your whole team earns XP. If you die, their whole team gets XP. Instead of one singular person/lane getting ahead, you must rely on the team as a whole to get ahead. This sounds great until you realize that you alone cannot gain an advantage over the enemy. If their team hits a power spike in the form of lvl 10 or 20, you have to play as far away from them as possible. In LoL’s case, when a single person gets lots of gold, you can still have a chance. If your top lane is 0-3, it doesn’t lose you the game automatically. You can always win your own lane and help your bottom lane afterwards. You worry about teamwork when it is required, but there is nothing stopping you from getting far ahead of the person in front of you. To me this feels more realistic and fair. When a soldier cuts down another soldier, his entire army doesn’t feel the effect. Only he gains confidence.