Game Modes:

Arena Battle (Smash Bros Style)

Clash (League Style)

Clash:

Two bases

No changing characters

4v4

Teams pick their boss (Tank/Damage/etc.)

Teams go through rounds trying to level up to siege the boss

Have to break down castle walls before they can enter and fight the boss

One last thing before I forget, I have an idea for pushing towers (critique as much as you want, it's just an idea!). Take the castle area and move it to the left about half the map length, so there is a short sprint to the first tower to the right of the bridge. This tower could be the first wall to take down. When that is taken down, you sprint and get to the big tower with the jewel. Until that tower is taken down, units can RTB to heal. But when the tower is taken down, only death (or items if we add them) will heal. Then the final push would be battling the Dungeon Boss (chosen by the team), which would be the Ogre. We could decide if we want to take out the final tower as well. Anyway, back to the HOW. For each round, the winning team gets some bonus. As soon as a round ends, there is a 1 minute (or something) window to PUSH. Now teams can decide to defend their walls or just straight up both push. Typically the winner of the round would have a strength boost for the push-phase, and they would go push the wall. If the enemy team is good at deathmatch, they can fend off the seigers. Otherwise they can go and try to damage the enemy's first tower. ETC FUCKING ETC. Idk guys this sounds really good to me but it was just an idea so rip it apart if you want! Still it sounds fkn exciting to me and it would give a great overall idea for how a match will go. LET ME KNOW WHAT YOU THINK.