Hello and welcome everyone. Our team name is CHAMPIONS and our Project is on the Game League of Legends.

Just like the gameplay of League of legends our team consists of five champions:

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SO what is League of Legends. League of legends is a MOBA game, which translates to Multiplayer online Battle Arena. This is a type of game where two teams compete on a predefind battlefield for superiority. Characters gain experience and strategys evolve as more playing time is invested. League of legends is one of the most popular PC games in the world with a massive global playerbase and over 8 million players a day. It is also over a decade old but does not have any waning in popularity. The developers are still updating and more champions are being added even today. If you happen to play professionally, you can win actual money to, with grand prizes being up and above 400,000 dollars.

How does the gameplay work

After the player logs in, they must choose a champion. From there they will be teamed up with four other players online to create a team of five. They will be battling other teams of five champions with the purpose of destroying their base and claiming victory. Its kinda like basketball but with assassins and magic.

The first step is the most important. Choosing your champion. League of legends has a reputation of having a high barrier to entry, in part due to its ever-expanding roster of over 150 playable Champions. Each champion is different with a unique skill set that takes time to master. Once you’ve dedicded on your champion, the next step is to find a role for your team of five. The roles are as follows, top, bottom, mid with nuances such as jungle and support. Each champion has a skill set that aligns better with certain roles.

So now that you have the champion and your ready to play, how does the game distinguish your level of experience. You don’t want to play your first game against a five time esports champion, that’s not gonna be fun! League of legends has developed a ranking system to separate players based on experience. This ranking system is based on the amount of Leaguepoints you amass playing the game. Each **tier** is divided into 4 **divisions** (with IV being the lowest and I being the highest). For the sake of our analysis we will be using the 3 highest ranks, as you can see here in this red square.

Another big factor in our analysis of this game are the champion points. As you progress through the game and complete it with certain champions, you earn points for that champion. The more points you earn the higher the mastery level. As this was one of our main data points, we will have more details on this later.