	Game Type		Players		Contextual										UI															
Game Name	Type	Environment	Teams	Groupings [1]	Player Abilities	Combinations	Num of Characters	Character Custo	Num of items	Map Size (sec)	Movement Option	Player Options	Vis. Elements	Vis. Uncertainty	Vi. Perception	Combat Duration	Game Duration	KDA	Av. kills per playe	Av. kills per game	Learning Curve	Risk Accessment	Problem Solving	P.S. Types	Goal(s)	Time	Number of Objec	Uncertainty [2]	Variability [3]
League of Legends [4]	MOBA	Sandbox	2	5	7	324632	159	63	182	50						15	1803 [5]	1	6.22	62.2					1	Unlimited			
Dota 2			2	5	4	15504	123			607							2400												
Apex	Battle Royale		20	3	3	84	21	0	17	480							10-20	1											
Fortnite						1				780							1800												
Overwatch			2	5	5 [6]	53130	32	0	0	19.95							1800												
Hearthstone																	480												
TFT			8	1	9	9	60	0	51	0	21	5					2100												
Card game			2	4	13	270725	13	0	0	0							300												
Chess			2	1	24	24	6	0	0	0							3600												
Civilization IV		Sandbox															79200 [7]												

[1] Number of players on one team

[2] uncertainty refers to imperfectknowledgeoralackofpreciseknowledgeofthe
physicalworld,eitherforspecificvaluesofinterestorinthedescriptionofthesystem

[3] theinherentnatural
variation,diversityandheterogeneityacrosstime,spaceorindividualswithinapopulationor
lifestage

[4] https://www.leagueofgraphs.com/champions/items

https://euw.op.gg/statistics/tiers

[5] https://www.leagueofgraphs.com/rankings/game-durations

[6] includes auto attack and movement abilities

[7] https://howlongtobeat.com/game?id=37867#:~:text=When%20focusing%20on%20the%20main,about%2022%20Hours%20in%20length.