Rocket League

Taken from <https://en.wikipedia.org/wiki/Rocket_League>

Rocket League is a vehicular soccer video game developed and published by Psyonix. The game was first released for Microsoft Windows and PlayStation 4 in July 2015, with ports for Xbox One and Nintendo Switch being released later on. In June 2016, 505 Games began distributing a physical retail version for PlayStation 4 and Xbox One, with Warner Bros. Interactive Entertainment taking over those duties by the end of 2017. Versions for macOS and Linux were also released in 2016, but support for their online services was dropped in 2020. The game went free-to-play in September 2020.

Described as "soccer, but with rocket-powered cars", Rocket League has up to eight players assigned to each of the two teams, using rocket-powered vehicles to hit a ball into their opponent's goal and score points over the course of a match. The game includes single-player and multiplayer modes that can be played both locally and online, including cross-platform play between all versions. Later updates for the game enabled the ability to modify core rules and added new game modes, including ones based on ice hockey and basketball.

Rocket League is a sequel to Psyonix's Supersonic Acrobatic Rocket-Powered Battle-Cars, a 2008 video game for the PlayStation 3. Battle-Cars received mixed reviews and was not a success, but gained a loyal fan base. Psyonix continued to support themselves through contract development work for other studios while looking to develop a sequel. Psyonix began formal development of Rocket League around 2013, refining the gameplay from Battle-Cars to address criticism and fan input. Psyonix also recognized their lack of marketing from Battle-Cars and engaged in both social media and promotions to market the game, including offering the game for free for PlayStation Plus members on release.

Rocket League was praised for its gameplay improvements over Battle-Cars, as well as its graphics and overall presentation, although some criticism was directed towards the game's physics engine. The game earned a number of industry awards, and saw over 10 million sales and 40 million players by the beginning of 2018. Rocket League has also been adopted as an esport, with professional players participating through ESL and Major League Gaming along with Psyonix's own Rocket League Championship Series (RLCS).

League of Legends

<https://en.wikipedia.org/wiki/League_of_Legends>

League of Legends (LoL), commonly referred to as League, is a 2009 multiplayer online battle arena video game developed and published by Riot Games. Inspired by Defense of the Ancients, a custom map for Warcraft III, Riot's founders sought to develop a stand-alone game in the same genre. Since its release in October 2009, the game has been free-to-play and is monetized through purchasable character customization. The game is available for Microsoft Windows and macOS.

In the game, two teams of five players battle in player versus player combat, each team occupying and defending their half of the map. Each of the ten players controls a character, known as a "champion", with unique abilities and differing styles of play. During a match, champions become more powerful by collecting experience points, earning gold, and purchasing items to defeat the opposing team. In the game's main mode, Summoner's Rift, a team wins by pushing through to the enemy base and destroying their "Nexus", a large structure located within.

League of Legends received generally positive reviews; critics highlighted its accessibility, character designs, and production value. The game's long lifespan has resulted in a critical reappraisal, with reviews trending positively. The negative and abusive in-game behavior of its players, criticized since early in the game's lifetime, persists despite Riot's attempts to fix the problem. In 2019, the game regularly peaked at eight million concurrent players, and its popularity has led to tie-ins such as music videos, comic books, short stories, and an animated series, Arcane. Its success has also spawned several spin-off video games, including a mobile version, a digital collectible card game and a turn-based role-playing game, among others. A massively multiplayer online role-playing game based on the property is in development.

The game is often cited as the world's largest esport, with an international competitive scene composed of 12 leagues. The domestic leagues culminate in the annual League of Legends World Championship. The 2019 championship had over 100 million unique viewers, peaking at a concurrent viewership of 44 million. Domestic and international events have been broadcast on livestreaming websites such as Twitch, YouTube, Bilibili, as well as cable television sports channel ESPN.

Minecraft

<https://en.wikipedia.org/wiki/Minecraft>

Minecraft is a sandbox video game developed by the Swedish video game developer Mojang Studios. The game was created by Markus "Notch" Persson in the Java programming language. Following several early private testing versions, it was first made public in May 2009 before fully releasing in November 2011, with Jens Bergensten then taking over development. Minecraft has since been ported to several other platforms and is the best-selling video game of all time, with over 238 million copies sold and nearly 140 million monthly active users as of 2021.

In Minecraft, players explore a blocky, procedurally generated 3D world with virtually infinite terrain, and may discover and extract raw materials, craft tools and items, and build structures or earthworks. Depending on game mode, players can fight computer-controlled mobs, as well as cooperate with or compete against other players in the same world. Game modes include a survival mode, in which players must acquire resources to build the world and maintain health, and a creative mode, where players have unlimited resources and access to flight. Players can modify the game to create new gameplay mechanics, items, and assets.

Minecraft has been critically acclaimed, winning several awards and being cited as one of the greatest video games of all time. Social media, parodies, adaptations, merchandise, and the annual Minecon conventions played large roles in popularizing the game. The game has also been used in educational environments to teach chemistry, computer-aided design, and computer science. In 2014, Mojang and the Minecraft intellectual property were purchased by Microsoft for US$2.5 billion. A number of spin-off games have also been produced, such as Minecraft: Story Mode, Minecraft Dungeons, and Minecraft Earth.