

# THE MAZE OF LEAGUE OF LEGENDS



## **Story**

A champion is summoned into the Fields of Justice and has one goal in mind - to progress in achieving their goal, and to do that, the Nexus has to be destroyed.

You are now a “summoner” and your role is assisting your champion in reaching their goal.

## **Pitch**

The game I will be making is a maze game based on League of Legends (LoL) and its gameplay with each champion you control will have a specific bonus. The champion I will be focusing on is Wukong and his bonus is that when he eats bananas, he will gain health back and a speed boost temporarily.

In supporting his quest, he will have friendly blue minions which he can push around to block off enemies. To complete his quest, he must collect a certain number of enemies (red minions) specific to each level and after the number is reached - he can then destroy turrets to advance to the next level and finally destroy the nexus to complete his quest.

There are a number of side objectives which will aid in completing the quest. Destroying an “Inhibitor” will spawn a “Super Minion” which can be moved to block off enemies.

Collecting “Baron” will count towards 3 red minions.

Collecting “Dragon” will count towards 2 red minions.

## **Characters**

### **Wukong**



Front view

Yu-Ching Ho



Back view



Left view



Right view

Blue Minion



Banana



Red Minion



Turret



Inhibitor



Super Minion





### Dragon



### Baron



### Nexus



### Enemies



(All these images are from the Internet and a website called lolking)

### Audio

There are 8 pieces of audio:

- Scraping sounds to signify a blue minion is being pushed around.
- A little cry of death when red minions are destroyed.
- “Yummy!” is said in an excited voice when bananas are eaten.
- Explosion sound when inhibitors and towers are destroyed.
- Death-cry of Dragon.
- Death-cry of Baron.
- “Victory!” is said when the nexus is destroyed or “Defeat” if you lose all your lives. The voice will be the same as you would hear in LoL.

## **Levels**

There will be 4 levels to represent the different stages of the game. Each level is required to collect a certain amount of minions to destroy the turret by touching it. Each room will contain these images but will change sometimes:

### **Background**



### **Wall**



### **Level 1: Laning**

- 2 enemy minions are required before the tower can be destroyed.
- You have 1 friendly minion which is moveable to block the enemy.
- The enemy can only move in 2 directions: left and right. If the enemy touches you, you lose a life.
- There are 3 lives per level.

### **Level 2: Pressuring**

- 3 enemy minions are required for tower destruction.
- You have 2 friendly minions.
- There is an additional enemy who can move up and down only.
- There is now an objective available: Dragon.

### **Level 3: Team-fighting**

- 4 enemy minions are required for tower destruction.
- An additional minion is required to destroy the inhibitor.
- You have 2 friendly minions and bananas.
- There are a total of 3 enemies – the latest enemy can move in all 4 directions and will change direction once it touches a minion but will freeze for 2 seconds if it touches a Super Minion.
- A dragon can be collected.

### **Level 4: Conquest in Sight**

- There are 2 towers, a nexus and 8 minions in total are required for tower destruction.
- You have a Super Minion, 2 friendly minions and bananas.
- There are a total of 4 enemies – the latest enemy is 2 champions merged into 1 and will be double the width of a normal champion.
- Baron and 2 Dragons are available.
- 2 towers have to be destroyed before the nexus can be destroyed.