League of Legends

7 Pillars

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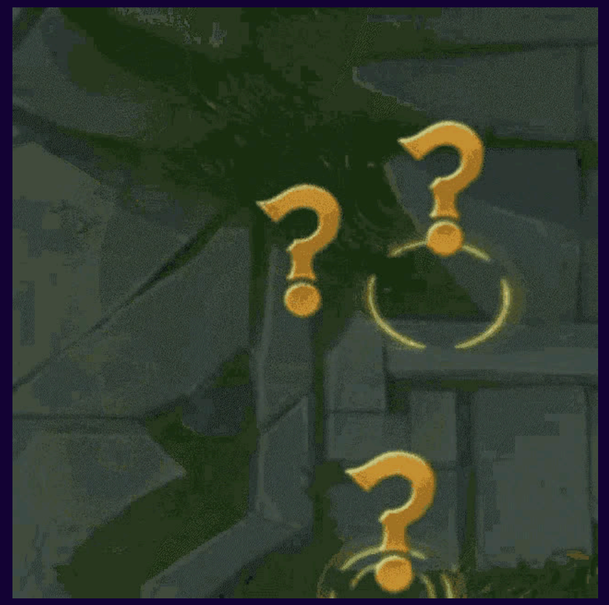
Signs And Feedback

Ping system as an “inviting sign”

- “Danger / On my way / Assist me” is a fast way to communicate intent without typing. It creates teamwork without demanding extra workload.



Signs And Feedback

Minimap + objective icons/announcements

- Dragon/Baron spawn and takedown announcements are strong “attention magnets.” They help teams align around shared goals, even in solo queue

Clarity

Stable UI placement for critical info

- HP bars and levels consistently appear in predictable places. Players build scanning habits this is huge for speed decision making.

General Info

- Players can also get some important information about their teams health, mana, ultimate status and enemy's and teams death timer instantly

Clarity

Skill Area and Usage (line/circle/cone logic)

- Players can easily can understand where their skills are landing , going or placing when they are using,it can be closed at the options menu.This feature is good for new players to adapt this game easily.

Form Follows Function

Role readability through silhouette (Tank vs Mage vs Marksman)

- Tanks like Leona/Chogat/Ornn read as heavy, armored, wide silhouettes , you expect frontline durability and engage tools.

- Mages like Syndra/Xerath/Leblanc read as slimmer, staff/robe/magic motifs ,you expect ranged burst/control.

- Marksmen like Caitlyn /Tristana/Zeri read with ranged weapon posture ,you expect sustained DPS from distance.

Form Follows Function

Summoner spell icon language

- Flash looks like instant displacement

- Heal looks restorative

- Ignite reads as burning damage.

- Barrier lookls like a shield aroud you

- Icons + animations match function, reducing misinterpretation.

Consistency

QWER structure across champions

- Every champion uses the same base control framework.
- This consistency makes learning transferable: you're mastering the game's "language," not just one character.

Red/Blue buff identity

- Visual identity + gameplay effect remain consistent.
- Players learn "blue = mana/cooldown," "red = burn/health regan/slow" patterns.

Minimum Workload

Recommended items + build paths

- New players can buy functional builds without studying the entire shop.
- Reduces “menu time” and increases time spent in actual gameplay decisions.

Minimum Workload

Rune Page Complexity

- Too many rune choices before the match screen increases mental load because you have limited time, especially for new players, and a wrong page can hurt your whole game.

Preset Runes

- Auto-recommended rune pages let players start fast with a reliable setup, reducing menu time and can costumize after selecting rune

Error Prevention

Shop Undo

- If you misclick an item in the shop, you can undo immediately.
- This is a direct recovery tool that reduces frustration from a common, non-skill error.

Leaving Game Prevention

- If players accidently tries to leave game or wants to leave game it gives a 5 second cooldown and after you can leave game or stay

Flexibility

Keybind remapping

- Players can adapt controls to ergonomics and comfort.
- Important in a game played for thousands of hours—comfort becomes performance.

Multiple viable playstyles via builds

- Many champions can adapt items to matchups (more survivability vs more damage vs utility).
- Strategic flexibility increases depth.

League of Legends

Engage-Ability

MOTIVATION - Competence

Ranked Ladder

- Ranked tiers and LP create a visible long-term goal that encourages players to invest effort over time. Each match gives immediate competence signals (win/loss, performance stats), while rank progression provides a clear “I’m improving” narrative.

Mastery Through Learning Threats and Rules”

- Players feel competent when they can correctly read danger and respond with the right ability at the right time (e.g., dodging a key engage, timing CC). When players fail because they don’t understand rules or threats, they lose mastery and may disengage —so clarity and teachability directly impact competence.

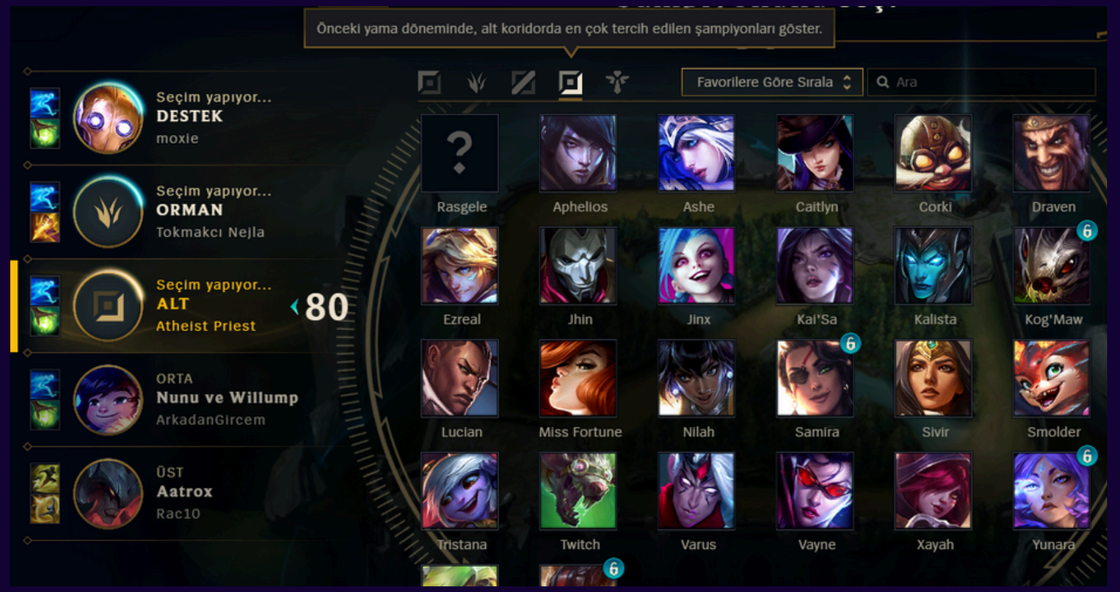
MOTIVATION - Autonomy

Rune/Item Choices That Change Playstyle

- Choosing different runes/items on the same champion lets players express a preferred style (aggressive lane vs scaling vs utility). This supports autonomy because the player feels their build decisions are meaningful and they're playing "their version" of the champion.

Role and Strategy Choice in Draft/Match

- Even with the same champion, players can decide how to win: play for lane dominance, roam to impact other lanes, or focus on objective control. The feeling of choosing a plan (and adapting it) strengthens autonomy and ownership over outcomes.oyun laneleri gosteriyo



'Meta pressure' reduces autonomy

- Even if the system allows creativity, social expectations can make players feel forced into one 'correct' build/rune path.

MOTIVATION - Relatedness

Role Interdependence Creates Team Belonging

- MOBA roles (top/jungle/mid/adc/support) create clear interdependence: each player has a job that visibly contributes to success. When players feel their role matters to the team outcome, cooperation becomes more engaging.

Communication Channels as Social Glue

- Pings, chat, and emotes let players share information and emotion quickly during tense moments. These channels increase engagement when communication feels meaningful (e.g., coordinating a gank or objective), not just noise.

MOTIVATION - Meaning

Objectives Give Actions Purpose

- Dragon, Baron, towers, and map control create a clear “why” behind player actions, rotations and fights matter because they change the match state. This turns moment-to-moment decisions into meaningful progress with visible impact.

Learning a System Becomes Meaningful When It Solves a Real Problem

- Instead of learning mechanics as homework, players learn because the game puts them in situations where that knowledge matters (e.g., “I need vision control to avoid dying to ganks”). Meaning increases when systems are introduced through problems the player cares about.

EMOTION - Game Feel/Control

Instant Input Feedback During Combos

- When players press an ability, they get immediate confirmation through animation start, sound, VFX, and cooldown changes. This responsiveness makes players feel in control, which directly supports positive emotion and intrinsic motivation.

Clear ‘I’m Disabled’ ,Feedback = Less Frustration

- When crowd control happens, strong feedback (status icon + animation lock) explains why the player can’t act. This prevents the emotional drop caused by confusion (“my inputs don’t work”), keeping the experience more fair and readable.

EMOTION - Game Feel/Camera

Top-Down Camera Supports Fast Tactical Reading

- A stable top-down camera defines the player's perspective and helps quickly evaluate spacing, front-to-back positioning, and skillshot angles. Because the camera strongly shapes perception, it has a major impact on how the game feels moment to moment.

Camera Information = Decision Quality"

- Because players see a wide area, they can plan rotations and anticipate engages (instead of reacting too late). This increases emotional confidence: players feel they lost because of decisions, not because the game hid information.

EMOTION - Game Feel /Character

Readable Threat Through Visual/Audio Design

- A heavy-looking character with loud footsteps and a huge weapon is anticipated as slow but dangerous and durable. This character feel shapes emotion by making threats legible and believable before players even know the full kit, and this makes player is confident because they know they won't die easily.

Avatar as the Player's Extension

- Because the champion is an extension of the player, small feel details (movement responsiveness, ability weight, sound,cosmetics) directly influence emotional attachment. If the avatar feels clumsy, players feel clumsy.(When some players play Shaco they pitch up their sounds and being troll and makes fun with that)

EMOTION - Presence/Physical Presence

High-Focus Teamfights Create ‘I’m Inside the Match

- During intense objective fights, the player’s attention fully locks onto the game state; the screen and audio become the player’s sensory extension. This is physical presence: the outside world fades away.

Micro-Movement & Spacing Feels Embodied

- Kiting, orb-walking, and precise spacing can feel physical because the player’s perception and timing synchronize with the avatar. When inputs and feedback align tightly, the player feels “connected” to the world.

EMOTION - Presence/Emotional Presence

Clutch Moments Carry Real Emotional Weight

- A last-second Baron steal or surviving with 1 HP can feel personally intense, as if it happened to the player. Emotional presence happens when outcomes feel significant and the player identity extends into the match.(- Combat Hissiyatı Muziği)

Shutdown/Carry Identity = Emotional Investment

- When the player becomes the key carry or the one who must shut down a fed enemy, the match stakes feel personal. Success or failure lands emotionally because it directly reflects on “me,” not just a character.

EMOTION - Presence/Narrative Presence

Champion Fantasy as Lightweight Narrative

- Players pick champions for identity/fantasy (protector support, unstoppable tank, flashy assassin), then create a personal story through gameplay consequences. Narrative presence rises when the player feels the character is relatable and outcomes matter.

League Of Legends Lore

- Runeterra's lore is huge and helps players bond with champions and regions (Demacia, Noxus, Ionia, etc.), but it rarely changes what happens inside a match. The story mainly works as optional context: it adds identity, mood, and attachment, yet the gameplay loop stays competitive and system-driven rather than narrative-driven.

Repetition can flatten story feeling

- If matches blend together (same patterns, same stomps), the 'story' becomes less memorable.

EMOTION - Discovery / Novelty / Surprises

Fog of War Breaks Autopilot

- Once players get comfortable, many actions become automatic; fog-of-war threats (unexpected ganks, flanks, hidden wards) break autopilot and raise attention and curiosity. That novelty forces fast learning and adaptation.

Unexpected Plays Create Freshness

- Creative pathing, a surprise teleport, or an unusual objective trade introduces novelty even in familiar matches. Surprise keeps the game emotionally alive by preventing routine repetition. (Novelty new gamme modes-characters etc)

EMOTION - Music

Sound as Emotional Amplifier in High Stakes

- Music and sound design can increase tension and excitement during key moments, intensifying the emotional payoff of fights and objectives. Audio can push the player's arousal level up or down.

Dissonance/Tension Cues

- Non-linear or tense audio cues can evoke stress or urgency, similar to how dissonance can evoke fear. This lets designers shape the emotional tone without changing mechanics.

GAME FLOW- Difficulty Curve & Pacing

Laning Calm → Objective Spike → Reset

- LoL naturally creates alternating intensity: laning/farming is lower challenge, then Dragon/Baron fights create deep challenge spikes, followed by recall/reset moments. This “challenge saw-tooth” expresses mastery and prevents constant fatigue.

Pressure Comes From Timers and Cognitive Load

- Objective timers generate pressure: teams must place vision, rotate, and decide to fight or trade. Pacing is about the tempo created by perceived pressure relative to stress and cognitive load.

Skill mismatch creates ‘instant overload’

- If the early game is too punishing, players never reach the state where challenge feels fair; flow collapses.

GAME FLOW- Learning Curve & Onboarding

Early Hours Teach Basics, Later Hours Teach Mastery
“Easy to learn, hard to master”

- Players learn core rules early (lanes, towers, basic combat), but mastery takes time (wave control, macro rotations, vision discipline). This matches the idea that the first hours are learning to play, the rest is learning to master.

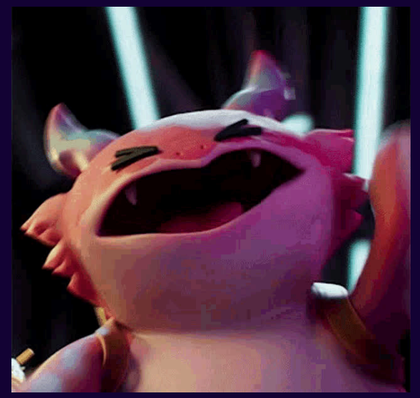
Distributed Learning by Doing Over Time

- Rather than dumping every system at once, players improve through repeated matches where new concepts become relevant (first last-hitting, then warding, then objective setups). Good onboarding distributes systems and goals over time to avoid overload.

GAME FLOW- Learning Curve & Onboarding

Too many systems too soon

- Runes, items, matchups, roles, objectives, vision—if onboarding doesn't distribute learning, beginners feel overwhelmed and disengage.



Unclear rules reduce mastery

- When players don't understand why they died (vision, threat ranges, mechanics), they can't learn by doing—flow and motivation drop.

As you can see Rengar is insvisible and one shots Draven instantly