



For my game observation, I have chosen Teamfight Tactics, a mobile game by Riot Games. It's not as popular as their other games, so I was interested in how it looks. I have never played this game before.

The game is located in the League of Legends universe. It's a multiplayer online competitive strategy game. In the game, 8 players compete for a win. In each round, every player fights with exactly one opponent (which is one of the 7 remaining players). The key for victory is the proper choosing of champions, since the player cannot directly control his units during combat. Making synergies and spending money is crucial.

I was a little confused in my first game, since there isn't much time between the combat phases to choose new items and champions. Reading all the text about their abilities is nearly impossible. But the game itself is interesting. Randomness doesn't play a big role and I also like that everyone starts with the same options, no matter how many hours (or money) a player spends. It's very similar to Hearthstone's Battlegrounds mode, which I kinda like. However, if I was one of the game designers, I would probably simplify the game a little, because it's unnecessarily complicated.

I played a few games of Teamfight Tactics and probably will play more in the future. It's an interesting game with potential.

