



New VeSports Team Wins October Competitive Match

VES recently joined the eSports scene, a community built around competing in video games versus each other. Arguably one of the most famous of the games is League of Legends, a MOBA (Multiplayer Online Battle Arena) game, where teams of 5 players with specified roles fight each other with the main goal of destroying the opponent's base. The game is not only about individual skill and knowledge of mechanics, but also about team strategy—knowing when to start a fight is just as important as knowing how to fight.

In a competitive scene such as the one that VeSports participated in, there is a ban/draft process as follows. Team A and Team B take turns banning a total of 6 champions (playable characters) from the match, 3 per team (A-B-A-B-A-B). Then they start drafting champions in a snake draft, until each team has 3 (A-B-B-A-A-B). They then proceed to take turns banning 2 more champions each, for a total of 4 (A-B-A-B). And then finally, they continue the snake draft until they each pick 2 more champions (B-A-A-B).

VeSports won both games—the first with a commanding lead of 35-7—on Thursday, October 14 versus St. Peter's High School. None of us can recall what the score was for game 2—it was a bit closer match—but considering the opposing team made some last-second role switches and substitutes, VeSports put up a commendable performance.

The team believes that every member deserves recognition, because the communication among the members is what allowed the team to dominate their opponent:

Alex Zhang: Top Lane

The top lane, also often called the “island” among LoL players, is a rather lonesome one. Aside from when they use the teleport spell, they spend much of the game fighting each other on the top side of the map. For game 1, Alex's opponent chose Sett, one of the most meta-dominant champions in the game, but Alex followed up with a counterpick of Yorick, who excels in splitpushing (i.e., pushing a lane by himself so hard that the opposing team is forced to try to deal with him). The counterpick turned out to be extremely handy, as he ended game 1 with an unkillable 3/0/11 (3 kills, 0 deaths, 11 assists).

Howard Ying: Jungle

The role of the jungler is possibly one of the hardest. Not only do they have to fight the neutral monsters throughout the map and try to deny the enemy jungler from obtaining their buffs, but

they also are often responsible for turning the tides of a fight in the early game by flanking their opponents, turning 1-vs-1 fights into 2-vs-1s, or 2-vs-2s into 3-vs-2s. Howard's opponents have certainly done their homework, as they banned his main champion Kha'Zix in both of the matches. Nevertheless, Howard put on a fantastic performance, ending game 1 with a phenomenal score of 10/1/4 (10 kills, 1 death, 4 assists) with one of his other main champions, Qiyana, versus their Olaf.

Tae-In Kim: Mid Lane

The mid laner is often called the playmaker of the team. Not only does the mid lane have the 1-vs-1 matchup against the opposing laner, but their position in the map also allows them to easily roam to either side of the map and flank opponents, to either press the advantage of an early lead or help a losing lane. Tae-In crushed his opposing mid laner in the laning phase in both games, and then proceeded to exert his powerful gold, item, and level dominance on the opponents on other lanes. For game 1 he chose Aatrox, perhaps a non-orthodox pick, versus their Sylas—his non-orthodox pick may have thrown his opponent off guard. He ended the match with the highest kill participation in the team, with a score of 10/3/9 (10 kills, 3 deaths, 9 assists).

Jerry Xu: Bottom Lane

The role of a bot laner (also often called "marksman") is one that sounds straightforward—shoot people, get kills, gain a gold/item advantage, and then use that advantage to decimate the enemy team even further. Of course, this comes with the drawback that they have relatively low defense and are relatively weak until they have their core items. Jerry made that disadvantage nearly non-existent, both games picking Samira, a marksman that excels in all-in fights, synergizing extremely well with our support, who also went on an aggressive route. Even though his opponent in game 1 chose Ashe, who is a good counter to Samira, he ended the match with over a 50% kill participation rate, at 6/2/12 (6 kills, 2 deaths, 12 assists).

Mac Lee: Support

Last but not least is the role of the support. As the name implies, their traditional role is to support the bot laner, because they are vulnerable in the early game and require gold and items to be able to get to the late game where they truly shine. Recently, however, some players have opted to take on a more aggressive rather than defensive role, occasionally taking matters into their own hands in terms of "making plays," usually in the form of locking down an opponent caught out of position. Mac has very much gone the latter route, in both games choosing characters with the ability to pull an enemy toward him, thereby isolating a fight in his team's favor. He ended match 1 with a score of 6/1/12 (6 kills, 1 death, 12 assists), playing one of his "one-trick" champions, Swain.