

Gaming Club

PC GAMES

Dota 2 is a free-to-play multiplayer online battle arena (MOBA) video game developed and published by Valve Corporation. The game is the stand-alone sequel to Defense of the Ancients (DotA), which was a community-created mod for Blizzard Entertainment's Warcraft III:



Reign of Chaos and its expansion pack, The Frozen Throne. Dota 2 is played in matches between two teams that consist of five players, with both teams occupying their own separate base on the map. Each of the ten players independently control a powerful character, known as a "hero", that each feature unique abilities and different styles of play. During a match, a player and their team collect experience points and items for their heroes in order to fight through the opposing team's defenses. A team wins by being the first to destroy a large structure located in the opposing team's base, called the "Ancient".

League of Legends (abbreviated **LoL**) is a multiplayer online battle arena video game developed and published by Riot Games for Microsoft Windows and OS X. The game follows a



freemium model and is supported by micro transactions, and was inspired by the Warcraft III: The Frozen Throne mod, Defense of the Ancients. In League of Legends, players assume the role of an unseen "summoner" that controls a "champion" with unique abilities and battle against a team of other players or computer-controlled champions. The goal is usually to destroy the opposing team's "nexus", a structure which lies at the heart of a base protected by defensive structures. Each League of Legends match is discrete, with all champions starting off fairly weak but increasing in strength by accumulating items and experience over the course of the game.

Counter-Strike: Global Offensive (abbreviated as **CS:GO**) is a multiplayer first-person shooter video game developed by Hidden Path Entertainment and Valve Corporation. It is the fourth game in the main Counter-Strike franchise. Counter-Strike: Global Offensive was released for Microsoft Windows, OS X, Xbox 360, and PlayStation 3 in August 2012, with the Linux version being released in September 2014. It features classic content, such as revamped versions of classic maps, as well as brand new maps, characters and game modes. Cross-platform multiplayer was planned between Windows, OS X, Linux, and PlayStation 3 players, but was ultimately limited to Windows, OS X, and Linux because of the differences in update-frequency between systems.



PS4 Games

Overwatch is a team-based multiplayer first-person shooter video game developed and published by Blizzard Entertainment. It was released in May 2016 for Microsoft Windows, PlayStation 4, and Xbox One. Overwatch puts players into two teams of six, with each player selecting one of several pre-



defined hero characters with unique movement, attributes, and abilities; these heroes are divided into four classes: Offense, Defense, Tank and Support. Players on a team work together to secure and defend control points on a map and/or escort a payload across the map in a limited amount of time. Players gain cosmetic rewards that do not affect gameplay, such as character skins and victory poses, as they continue to play in matches. The game was launched with casual play, while Blizzard added competitive ranked play about a month after launch. Additionally, Blizzard has developed and added new characters, maps, and game modes post-release, while stating that all Overwatch updates will remain free, with the only additional cost to players being microtransactions to earn additional cosmetic rewards.

FIFA 17 is an association football video game in the FIFA series, released on 27 September 2016 in North America and 29 September 2016 for the rest of the world. This is the first FIFA game in the series to use the Frostbite game engine. On 21 July 2016, it was announced that, after a public vote, Marco Reus would feature on the cover of the game. The demo was released on 13 September 2016. The Play First Trial was released on 22 September 2016 in Microsoft Windows's Origin Access and Xbox One's EA Access. The game has received positive reviews upon release, with gameplay, the Frostbite engine, sound and presentation all critically acclaimed albeit The Journey receiving a polarized reception. FIFA 17 has been the fastest selling edition of the franchise.

