

# UI AS A SERVICE

DAN  
GLEGG

RIOT  
GAMES

@RIOTJUL  
ESFERN



**TALES  
OF  
INTEREST**



# TEAM ORIENTED



# 100+ CHAMPIONS



# MODERN FANTASY

# LEAGUE OF LEGENDS STATS



MORE THAN  
**67MILLI**

---

**ON**  
MONTHLY  
PLAYERS  
ACTIVE



MORE THAN  
**27MILLI**

---

**ON**  
DAILY ACTIVE  
PLAYERS



MORE THAN  
**7.5MILL**

---

**ON**  
PEAK  
CONCURRENT  
PLAYERS

OUR MISSION

**WE ASPIRE**

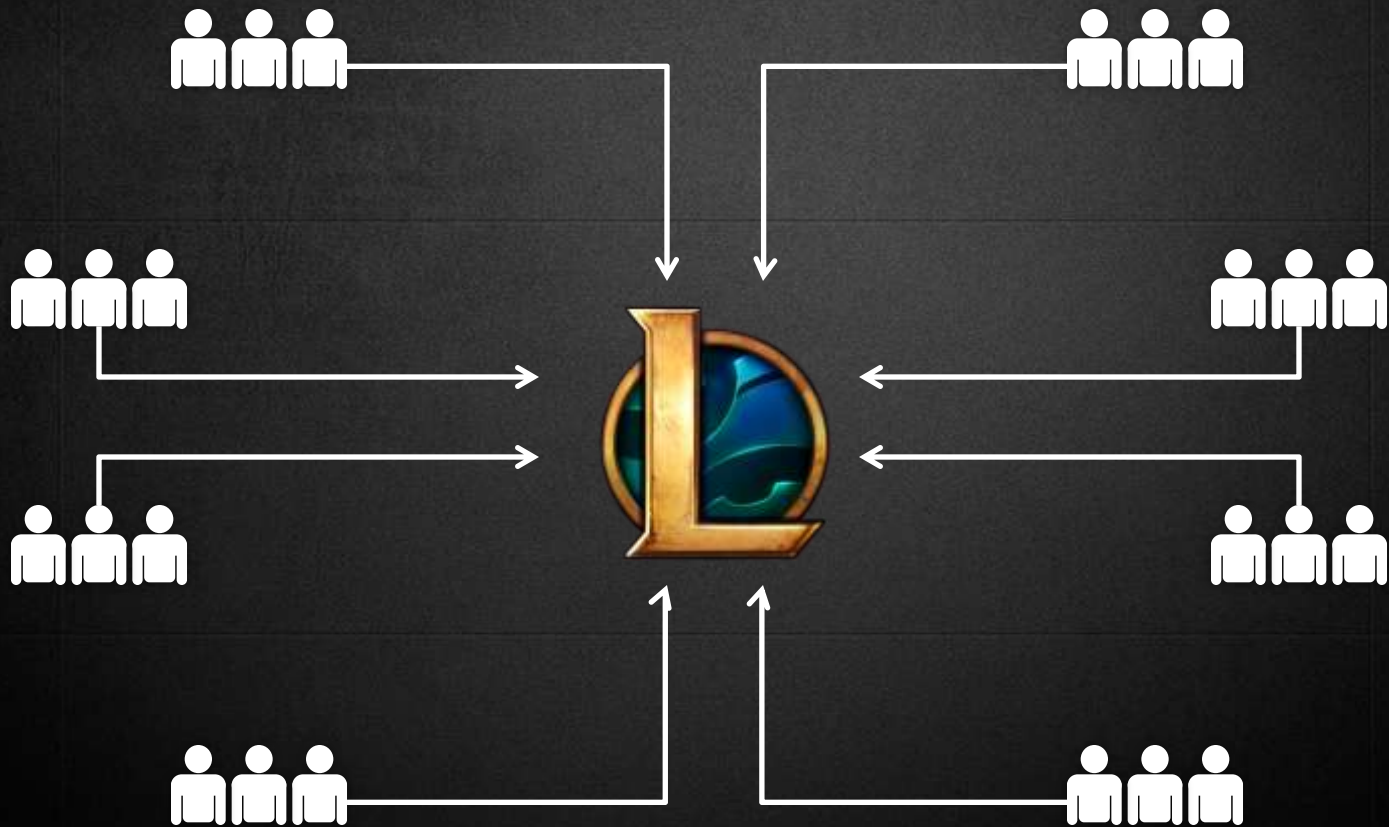
TO BE THE MOST

**PLAYER**

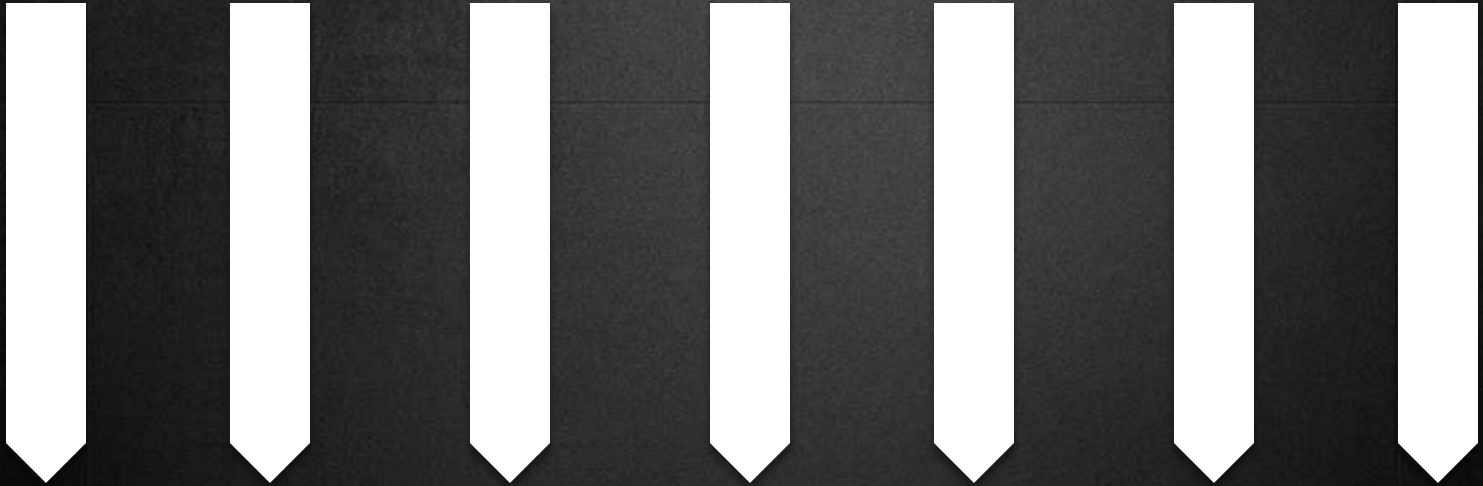
**FOCUSED**

GAME COMPANY IN THE

**WORLD**

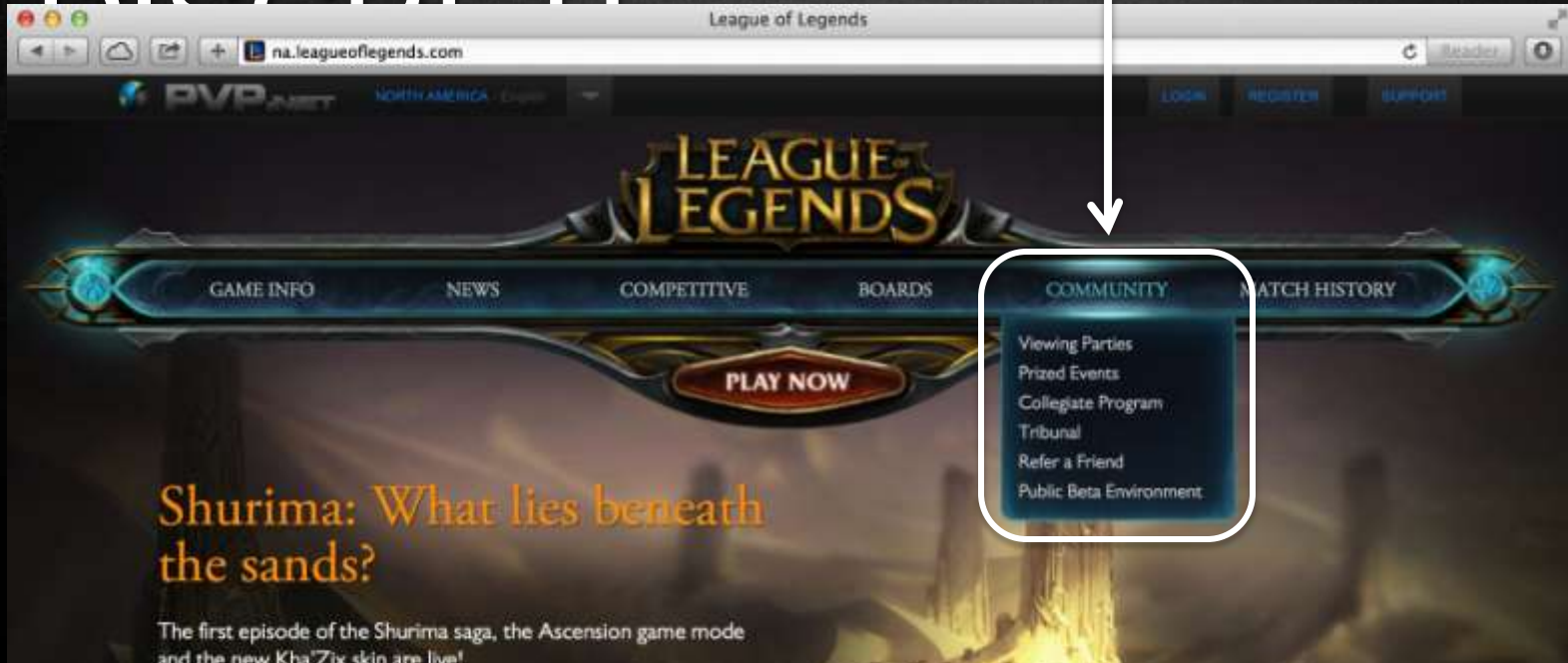






**BUNCH O'  
VERTICALS**

# DISCRETE APPLICATIONS DISCRETE



The image shows a screenshot of the League of Legends website. The browser's address bar displays "na.leagueoflegends.com". The website's header features the "LEAGUE OF LEGENDS" logo and a navigation bar with links for "GAME INFO", "NEWS", "COMPETITIVE", "BOARDS", "COMMUNITY", and "MATCH HISTORY". A "PLAY NOW" button is prominently displayed in the center. The "COMMUNITY" link is highlighted with a white border, and a dropdown menu is open, listing the following options: "Viewing Parties", "Prized Events", "Collegiate Program", "Tribunal", "Refer a Friend", and "Public Beta Environment". Below the navigation bar, a promotional banner for the "Shurima" saga is visible, with the text "Shurima: What lies beneath the sands?" and a sub-headline "The first episode of the Shurima saga, the Ascension game mode and the new Kha'Zix skin are live!".

League of Legends

na.leagueoflegends.com

PVP.NET NORTH AMERICA

LOG IN REGISTER SUPPORT

LEAGUE OF LEGENDS

GAME INFO NEWS COMPETITIVE BOARDS COMMUNITY MATCH HISTORY

PLAY NOW

Shurima: What lies beneath the sands?

The first episode of the Shurima saga, the Ascension game mode and the new Kha'Zix skin are live!

ARCHITE

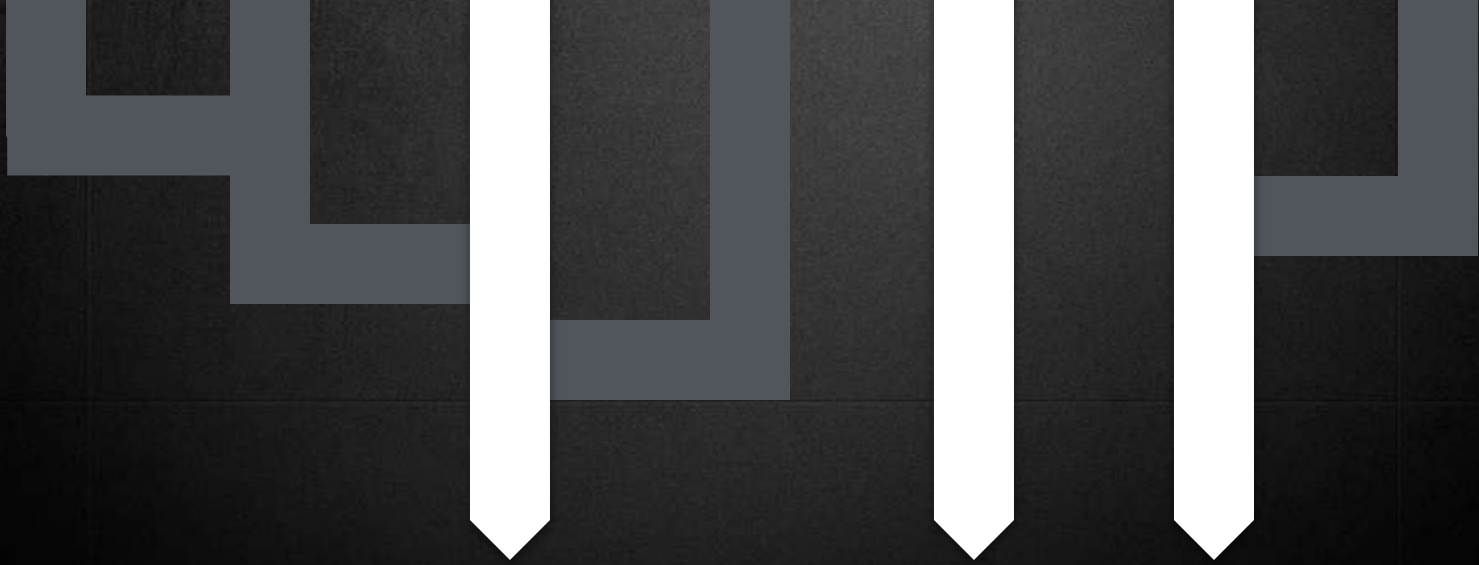
CTURE

— TH —

PLAYE

EXPERI

ENCE



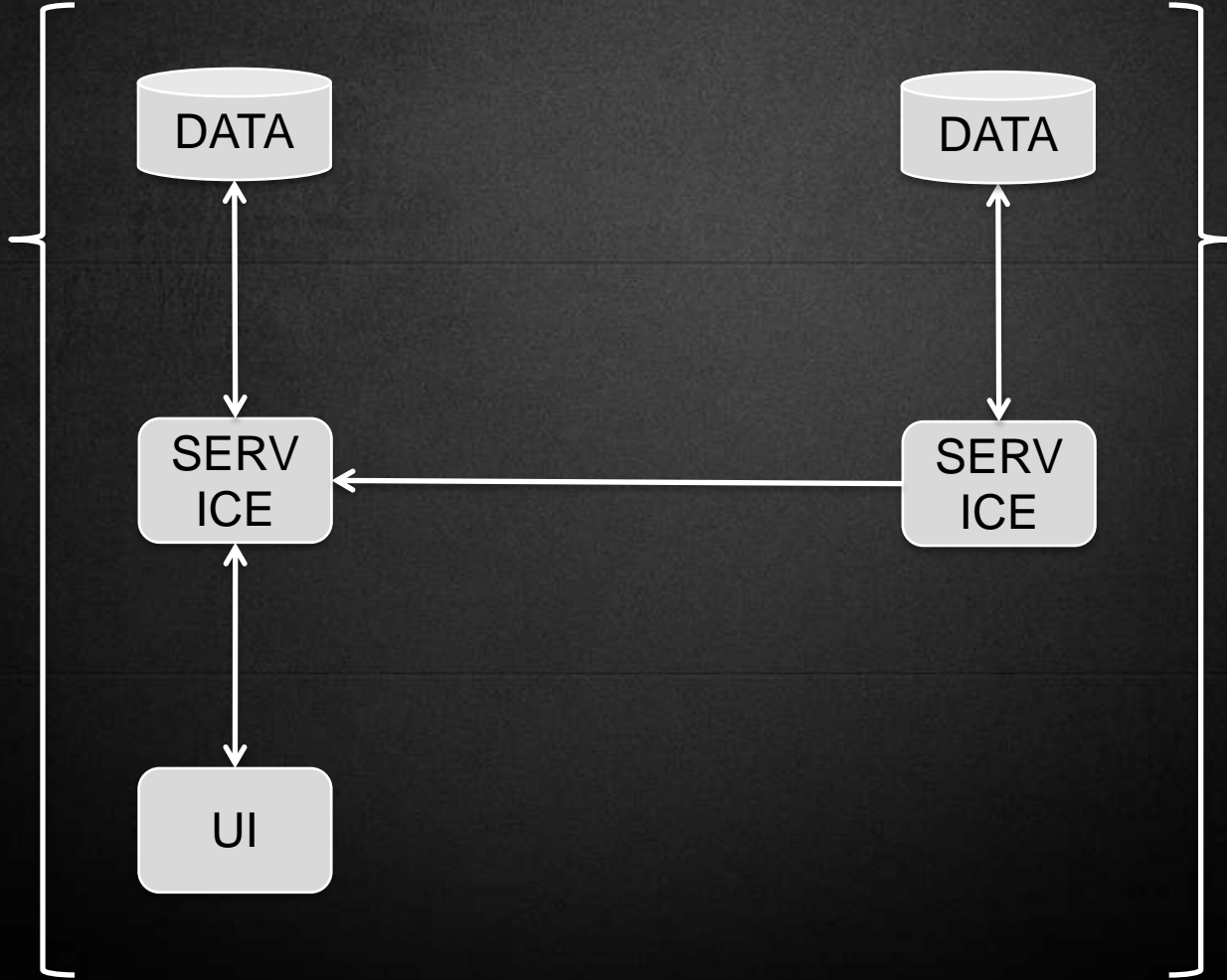
A man in a dark blue short-sleeved shirt and a light-colored tie is wearing a headset with a microphone. He is looking down and to his left with a surprised or concerned expression. The background consists of a dark wall with a large window showing a night landscape with a blue light source, and a bright blue rectangular panel on the right side.

**WHOA**

TL;DR

NOPE



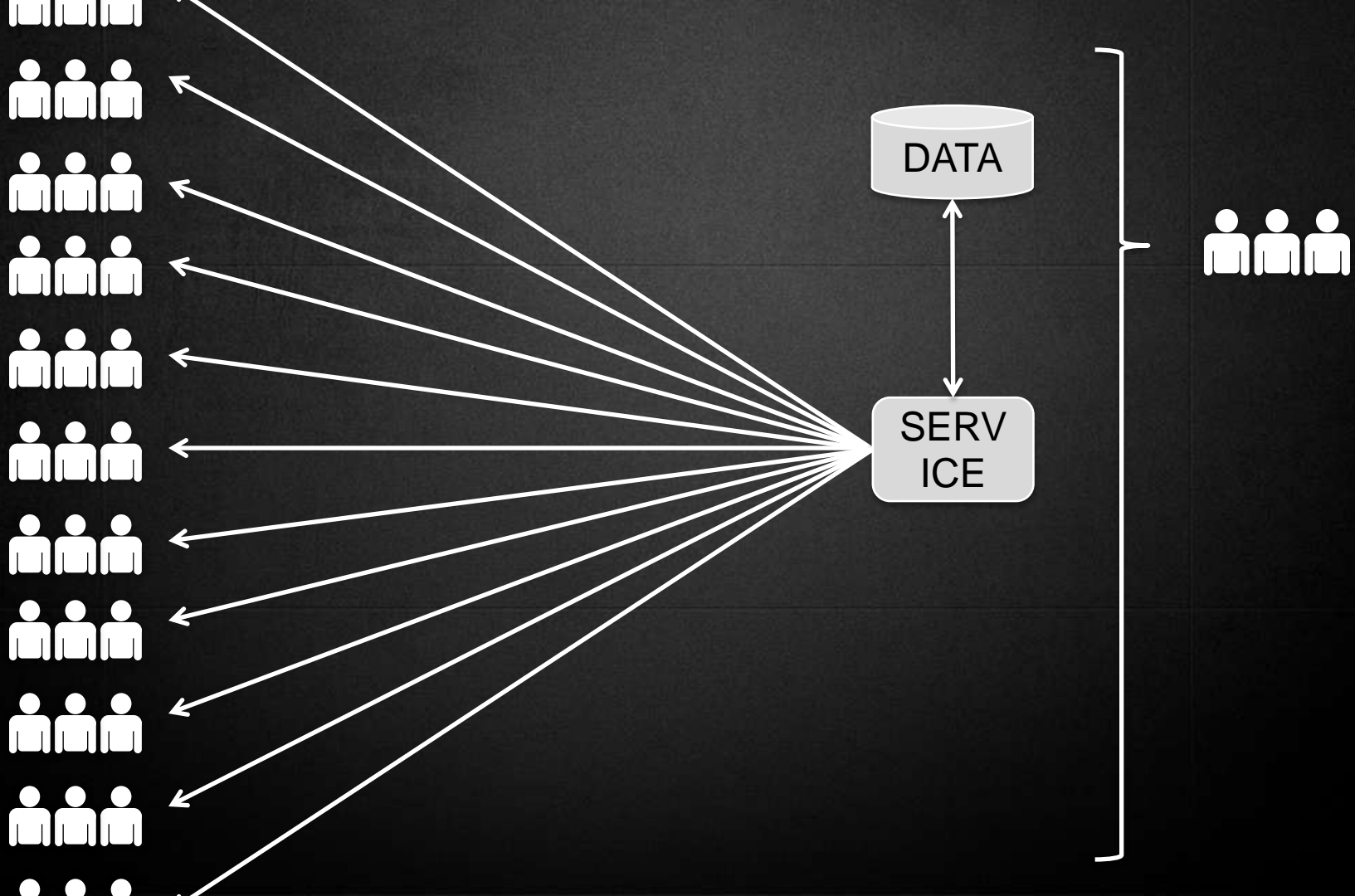


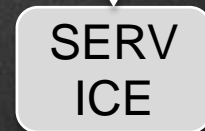


OBJEC

~~TS~~

THE  
WIRES





EXPERI

— <sup>OV</sup> ENGE —  
— <sub>THE</sub> —

WIRE

A

RECOGNIZED FOR

STANDARD

IN THE FIELD OF RENDERING  
WITHOUT THE NECESSITY OF KNOWING OR  
OR HOW IT SHOULD LOOK OR ANYTHING LIKE THAT  
CAREING WHAT THAT STUFF IS

OEMLBED

IS BEST

EMBED



League of Legends Cinematic: A New Dawn - YouTube

https://www.youtube.com/watch?v=ss1yQW8t0P8

YouTube



League of Legends Cinematic: A New Dawn

League of Legends

14,366,304

207,121 4,361

Published on Jul 23, 2014

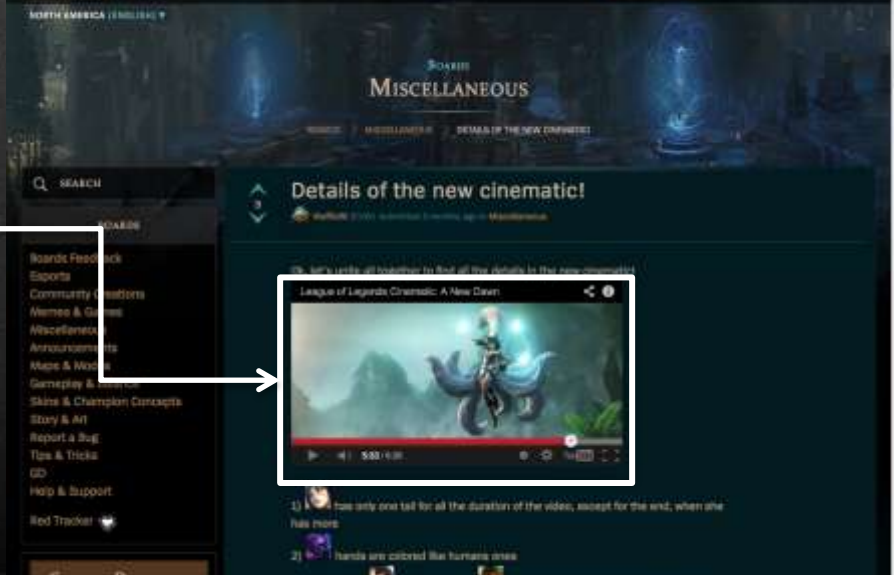
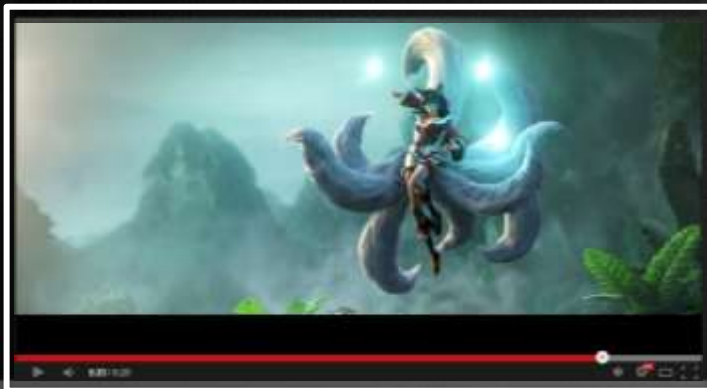
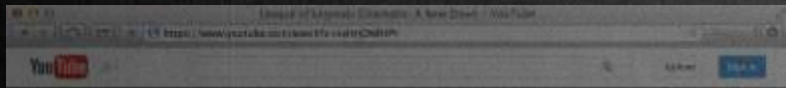
League of Legends Cinematic: A Twist of Fate

4:22

Trial of the Pass

1:37

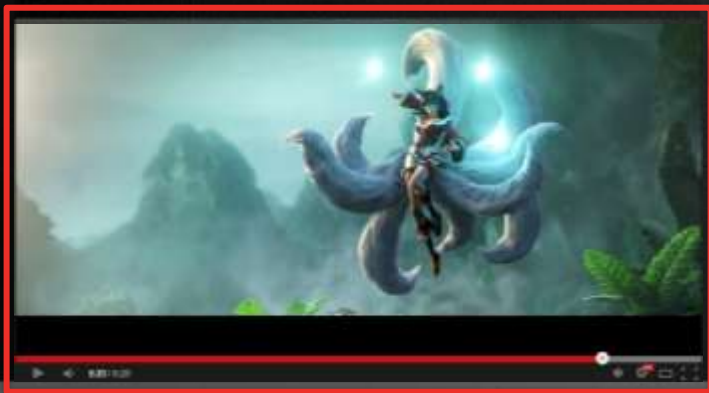
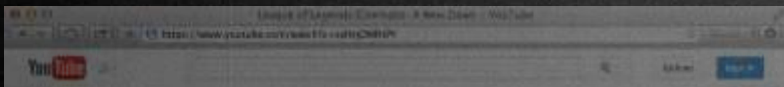
Great Champion Spotlight





\*IT IS NOT QUITE THIS  
(SORRY)  
SIMPLE

# PUBLISH CO





```
<!DOCTYPE HTML>
```

```
<html>
```

```
<head>
```

```
...
```

```
<link
```

```
rel="alternate"
```

```
type="application/json+oembed"
```

```
href="/path/to/oembed.json" />
```

```
...
```

```
</head>
```

```
...
```

# 1<sup>ST</sup> PARTY CODE

```
<!DOCTYPE HTML>
<html>
  <head>
    <title>League of Legends...</title>

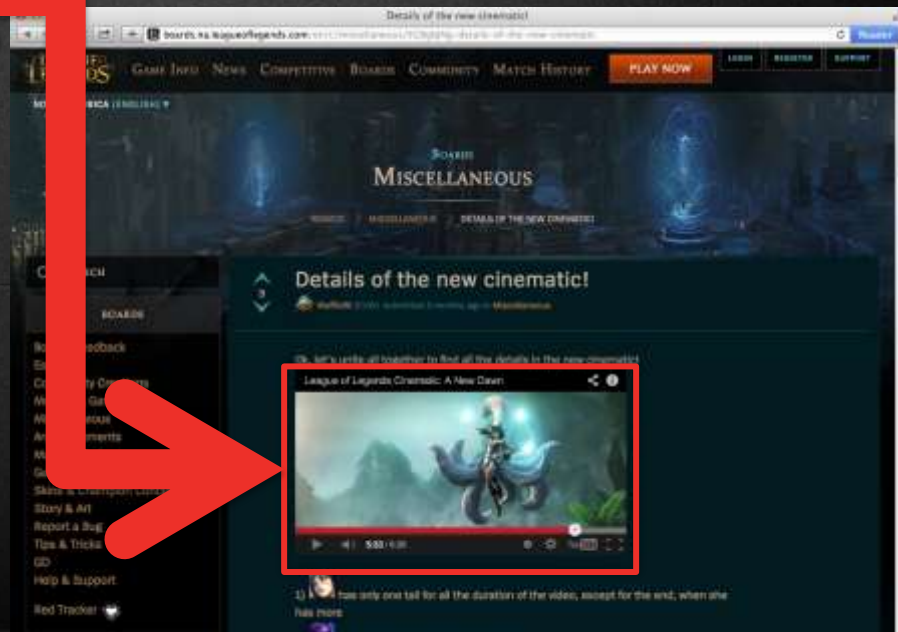
    <link
      rel="alternate"
      type="application/json+oembed"
      href="/path/to/oembed.json" />

    ...
  </head>
  ...
```

# 3<sup>RD</sup> PARTY CODE

```
{
  "title": "League of Legends...",
  "type": "rich",
  "thumbnail_url": "https://...",
  "width": 1920,
  "height": 1080,
  "html":
    "<div ...>
      OMG STUFF
    </div>"
}
```

# CONSUME CONTENT

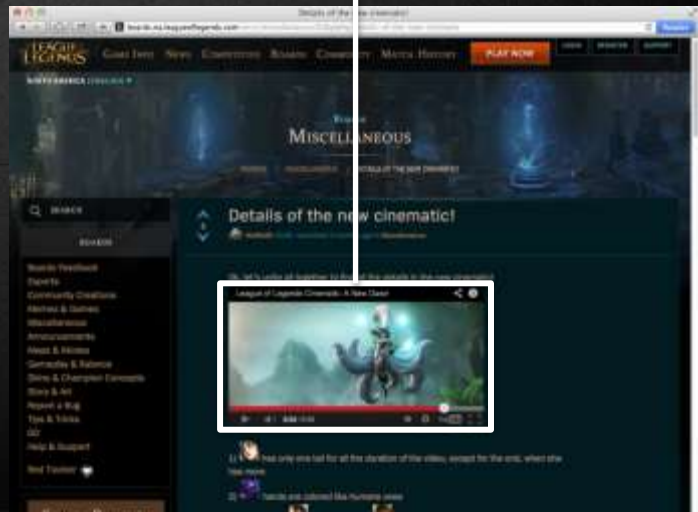
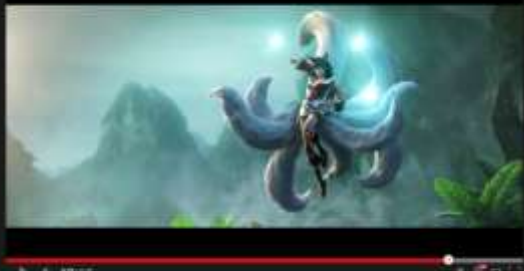


OEMBE

BROVI

DER





HEY  
I HAVE THIS URL FOR  
PROVIDER  
I WANT TO SHOW A THING, NOT  
I HAVE THIS MUCH SPACE, TELL ME  
THIS LINK  
HOW TO DISPLAY IT



HTTP://\$PRO

GET /OEMBED

?URL=\$FULL\_URL\_OF\_THING\_I  
&MAXWIDTH=\$WIDTH&MAXHEIGHT=\$H

HEIGHT&RESPONSE\_FOLLOWS  
&FORMAT=JSON

THE  
WEB  
IS  
POUR  
S

The image features a dark, textured background with a grid pattern. The text is arranged in a vertical stack: 'THE' at the top, 'WEB' in the middle, 'IS' in red below 'WEB', 'POUR' below 'IS', and 'S' at the bottom. A red horizontal line passes through the middle of the 'W' and 'B' in 'WEB', with the 'IS' positioned just above it.



MAKE IT  
AWESOME

WEB

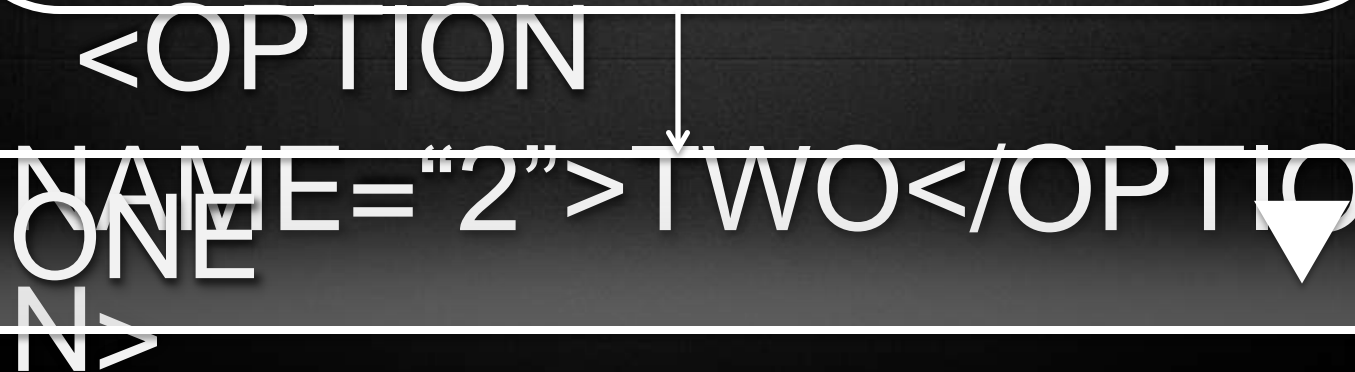
AND OTHER HOT

CONFERENCE TOPICS

TS

```
<SELECT>  
  <OPTION  
  NAME="1">ONE</OPTIO  
N>
```

```
<OPTION  
NAME="2">TWO</OPTIO  
ONE  
N>
```



“MAKE IT  
AND OTHER SCOPE-  
ENLARGING INCANTATIONS  
POP”

```
<SELECT  
  CLASS="CUSTOM-  
  SELECT">  
  <OPTION  
    NAME="1">ONE</LI>  
  <OPTION
```

```
<SELECT CLASS="CUSTOM-  
SELECT">...</SELECT>
```



```
document.querySelectorAll('.custom-  
select').forEach(...);
```



```
DIV DIV DIV DIV DIV DIV DIV DIV DIV  
DIV DIV DIV DIV SPAN DIV  
DIV A DIV SPAN DIV IMG DIV IMG DIV  
SPAN A DIV A DIV DIV DIV  
DIV DIV SPAN DIV DIV SPAN IMG A DIV
```



**BOON #1**

**LIFECYCLE**

**MANAGEMENT**

<CUSTOM-SELECT>...</CUSTOM-  
SELECT>

+

document.registerElement('custom-  
select', proto),

proto.createdC

allback

CUSTOM-SELECT DIV DIV DIV DIV DIV  
DIV DIV DIV DIV SPAN DIV

DIV A DIV SPAN DIV IMG DIV IMG DIV

SPAN A DIV A DIV DIV DIV

**BOON #2**  
MODIFIABLE  
ONCE  
RENDERED

DOM VS.

SHADOW

DOM

DOM  
NODE

CONT  
ENT

```
<OPTION  
NAME="FOO">FOO</OP  
TION>
```

```
<OPTION  
NAME="BAR">BAR</OPT  
ION>
```

DISPLA  
Y

DIV DIV IMG SPAN FOO A  
DIV IMG IMG DIV DIV DIV  
IMG SPAN BAR A DIV IMG

IMG DIV

```
document.registerElement('custom-  
select', proto);
```

```
graph TD; A["document.registerElement('custom-select', proto);"] --> B["proto.createdCallback"]; B --> C["var shadow = this.createShadowRoot(); shadow.appendChild(awesomeness);"]
```

```
proto.createdC  
allback
```

```
var shadow = this.createShadowRoot();  
shadow.appendChild(awesomeness);
```

```
<OPTION  
NAME="FOO">FOO</OPTI  
ON>
```

NODE

myCompo

ment.js

UPDATE

```
<OPTION  
NAME="FOO">FOO</OPTI  
ON>  
DIV DIV IMG SPAN FOO A  
DIV IMG IMG DIV DIV DIV  
IMG SPAN BAR A DIV IMG  
IMG DIV
```

WEB

ADD BEHAVIOR TO

~~COMPONENTS (BY BRINGING YOUR OWN CONTENT)~~

TO

TO





Polycell®

MULTI PURPOSE

Polyfilla

Shrink & crack resistant filler  
for all interior repairs

ORIGINAL  
No1  
TRUSTED

**POLYMER**

polymer-project.org

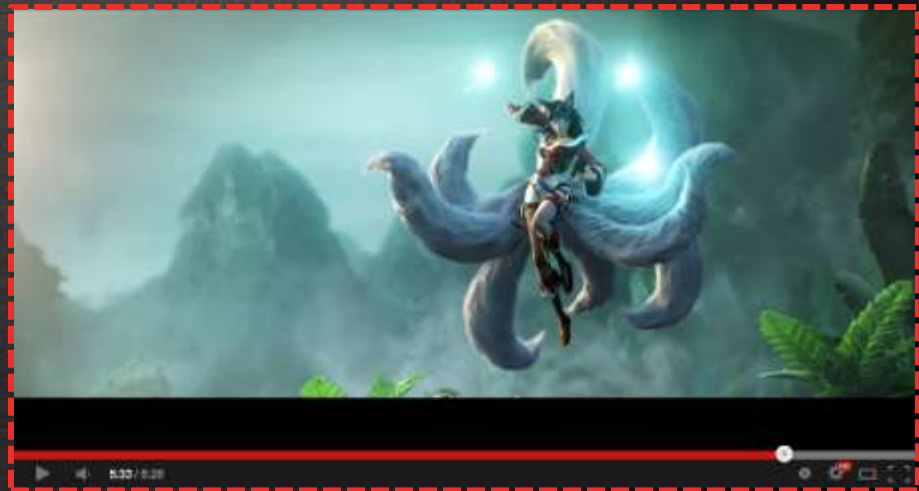
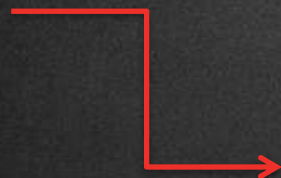


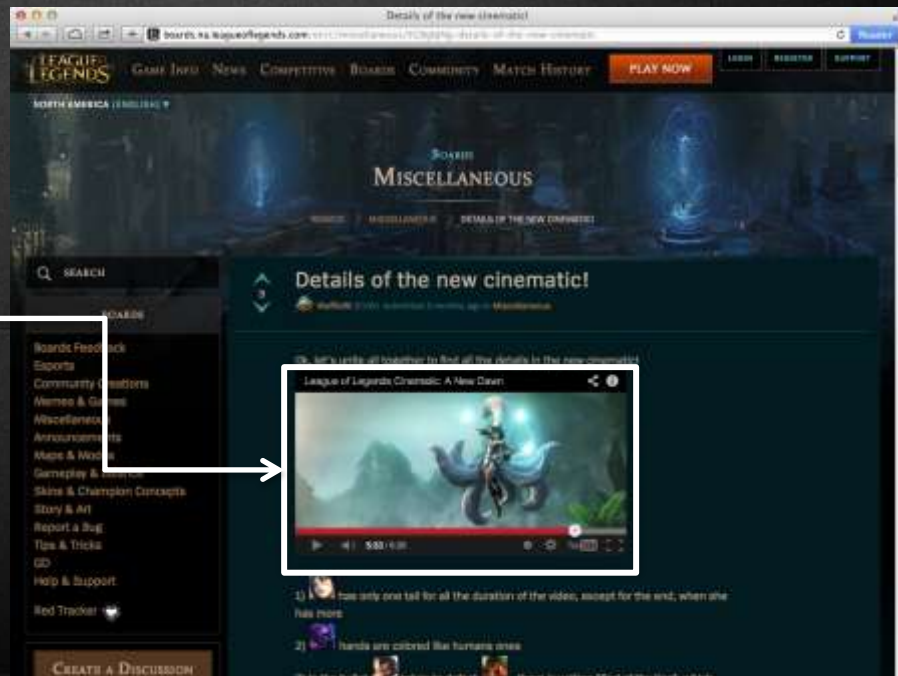
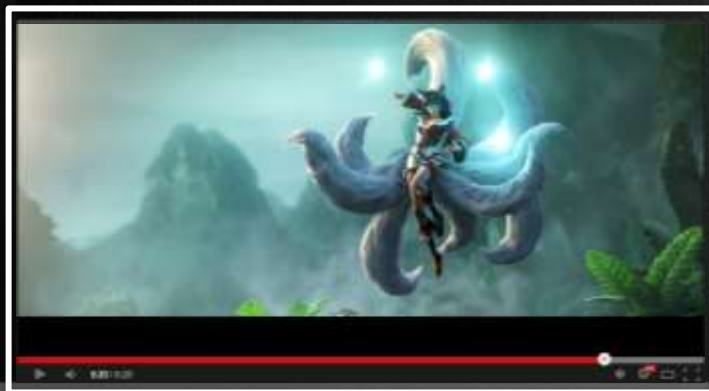


MAKE IT  
AWESOME

LASSO.JS

CLICK  
HERE





AS EASY AS

THE

HYPHERLINK

```
<a  
href="http://awesome.com">  
  Click here  
</a>
```



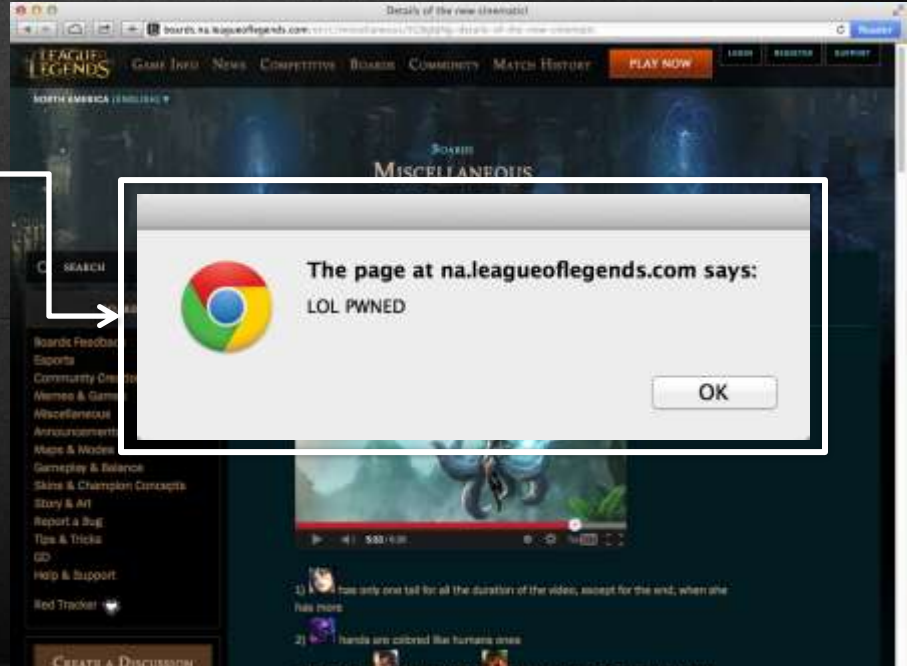
```
<lasso-embed  
url="http://awesome.com">  
  Loading your stuff now...  
</lasso-embed>
```

OEMBE  
BROVI  
DER

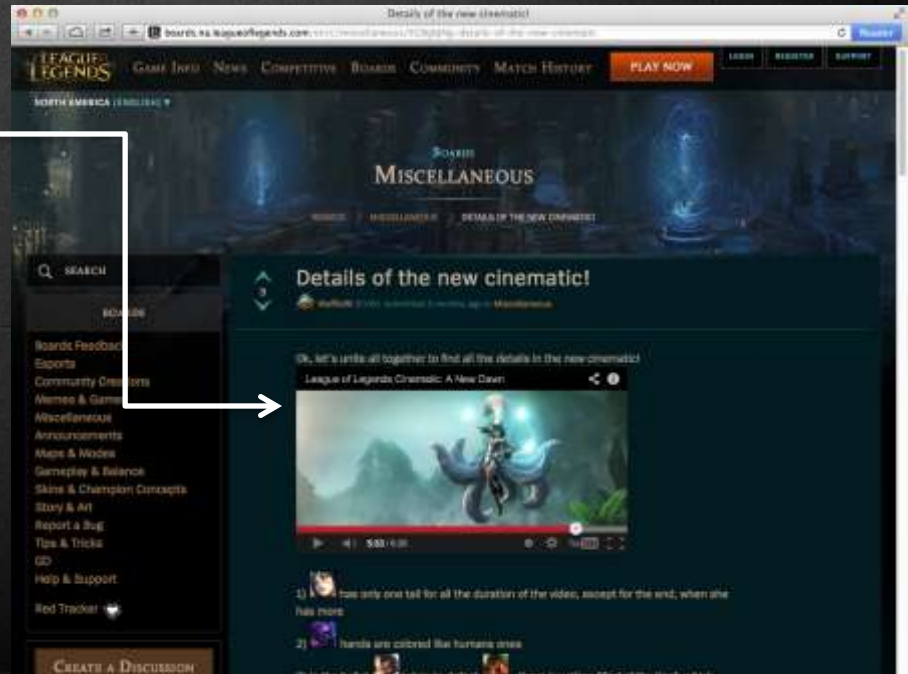


RODEO

```
“html”: “ <script  
type=“text/javascript”>  
    alert(‘LOL PWNED’);  
</script>”
```



```
“html”: “ <script  
type=“text/javascript”>  
    $('#login-form').submit(  
        stealPlayerAccount  
    );  
</script>”
```



TRUST THIS  
YES/NO/HELL  
CONTENT?  
NO

\*.\*.HOSTNAME.MA

~~SK~~PATH/MASK/\* .H

~~A~~REGEX(P)?\$/  
TML

DENIED  
CONTE  
NT

NO  
STAIRWAY  
TO  
HEAVEN

SEIKO



# SANDB CONTENT CONTENT



# TRUST EDONTE NT





GOING FAST  
OR AT LEAST LOOKING  
FAST



## TABLE OF CONTENTS

## PATCH UPDATES

## CHAMPIONS

SION

AKALI

ANIVIA

AZIR

EZREAL

GANGPLANK

KHA'ZIX

LUCIAN

NUNU

TALON

TRISTANA

VIKTOR

WUKONG

YASUO

CLASS TITAN REBALANCE (PART 2)

CLASS UPDATES

## ITEMS

## FEATURED GAME MODES

## IN-GAME CONCERN CHANNEL



## TALON

Still not renaming it. Maybe in a future patch. Foot stab?



## E - Cutthroat

WHOOOPS : Cutthroat now properly grants assists



## TRISTANA

*Rapid Fire gives a smaller but more powerful buff in the late game. Tristana gets less attack speed per level.*

Apologies if we're repeating the same thing from 4.17 but we're looking for ways to give Tristana more moments of weakness. As another repeat: while these changes may not completely address that goal, we're hoping that by making Trist more dependent on Rapid Fire to deal damage, there will be clearer windows to engage or disengage against her.

## General

ATTACK SPEED PER LEVEL: ~~+4%~~ ⇒ +5% / level

## Q Rapid Fire

DURATION: ~~4~~ ⇒ 5 seconds

BONUS ATTACK SPEED: Now gives ~~30%/50/70/90/110%~~ attack speed



## VIKTOR

GLORIOUS BUGFIXES!

DOIN' IT LIVE  
RIGHT IN THE  
GAME

DEMO

# Lasso.js

Enter a URL

[Lasso it!](#)

DEMO

VIMEO

FLICKR

IMGUR

TWITTER

DEVIANART

YOUR NEXT



# SURVIV THE WILD



“html”:

“

”



IDIOMATIC  
IS CO-OPERATIVE  
HARMONIOUS AND  
WEBSITE POSSIBLE  
CONSIDERATE ALWAYS

<IFRAME

>





WEB

ADD BEHAVIOR TO

~~COMPONENTS (BY BRINGING YOUR OWN CONTENT)~~

TO

TO

**OEMBED**  
TELEPORTS  
ACROSS THE WEB  
CONTENT AND  
BEHAVIOR

A cartoon illustration featuring a hand holding a cylindrical can. The can is light orange with a darker orange top and bottom. The words "NUTS AND GUM" are written in large, blue, outlined letters on the side of the can. A white, jagged-edged sticker is attached to the lower part of the can with the text "TOGETHER AT LAST!". The hand holding the can is yellow. In the background, there is a red wall with a white door, a white notice pinned to the wall, and a yellow sign with a red chicken illustration. To the left, a blue hand is visible in a yellow box.

NUTS  
AND  
GUM

TOGETHER  
AT LAST!



CUSTOM TAG &  
CO-OP  
BOOTSTRAP

```
<custom-tag><including-content  
/></custom-tag>
```

+

```
<script type="text/javascript">  
  var ns = window.Riot || {};  
  if(!ns.CustomTagDependency) {  
    // inject compiled JS script
```

```
tag
```

```
}
```

```
<div class="custom-thing">...</div>
```

+

```
<script type="text/javascript">
```

```
  var ns = window.Riot || {};
```

```
  if(!ns.CustomThingEnhancer) {
```

```
    // inject compiled JS script
```

```
tag
```

```
  }
```

THE  
WEB  
REMIKABLE



DELICIOUS, DELICIOUS  
FEEDBACK

SOON™

@RIOTJULESF  
QUESTIONS AND FEEDBACK TO:

ERN