League of legends

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Client/server
Per region servers
Login/authentication server
Lobby server
Store server

- buy champion/runes
  Transfer player from lobby to game server
- champion selection
- spectators
  Per game server
- Coordinates all 10 players within the game
- controls game events dragon/baron/npc/player gold
- compute damage
- end game lobby
  Game client
- Display animations
- play game state according to server